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ALL OF WIZARDRY II

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KNIGHT OF DIAMONDS: THE SECOND SCENARIO

ALL OF WIZARDRY II

Wizardry I

KNIGHT OF DIAMONDS:
THE SECOND SCENARIO

FOR THE NINTENDO ENTERTAINMENT SYSTEM

ASCIIWARE™

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City of Llylgamyn

The Staff of Gnilda

The capital of the kingdom Llylgamyn, also named Llylgamyn, was an extraordinary city. Since its foundation, a magical power protected Llylgamyn's independence against all enemy invasions. The source of this power was the Staff of Gnilda, and had been handed down through the generations from the very first king of Llylgamyn.

The Staff of Gnilda was one of the sacred instruments created by divine hands in ancient times. One of the few surviving divine legacies left to humans, the staff contained the powers of the spirit Gnilda. It was this power that turned the walls of the city into an impenetrable barrier. Against this barrier, all magic and instruments of siege were powerless. Assassins and spies with evil intentions against Llylgamyn could not set foot inside the city, thwarted by the barrier through which people harboring no ill will against the city could pass freely. Everyone believed the defensive ability of the staff was flawless.

The Staff of Gnilda had one fatal flaw. It was powerless against evil born within the city walls. Exploiting this weakness to the fullest, the hand of evil swept through the unsuspecting city.

Born within the city with a heart of darkness, the demon Davalpus was the embodiment of evil and the seed of destruction for the sacred city. Having grown into a powerful wizard, Davalpus summoned monsters from outside the walls, and together they seized the throne of Llylgamyn overnight. The royal bloodline of Llylgamyn was not annihilated, however, for the young Princess Margda and Prince Alavik escaped the army of darkness with their lives.

Several years later, the now-grown prince and princess challenged Davalpus to reclaim the city. The fight to the death took place in the maze of evil that had once been the king's castle. It was here that Prince Alavik, who had become the Knight of Diamonds empowered with the legendary arms, sliced off the head of Davalpus. But before the deathblow, Davalpus managed to utter a horrifying curse. The curse utterly destroyed the king's castle, and the hole that gaped in its place swallowed Prince Alavik, his magical arms, and the Staff of Gnilda.

Thus, the city of Llylgamyn was no longer protected by the Staff of Gnilda. To get the staff's protection back again, someone must venture into the accursed hole, crawling with monsters, and prove his courage.

The adventures of the new Knight of Diamonds have begun....

The Training Grounds

The skills of battle are honed on these important grounds and great adventurers are forged in iron to carry the future of the kingdom on their shoulders.

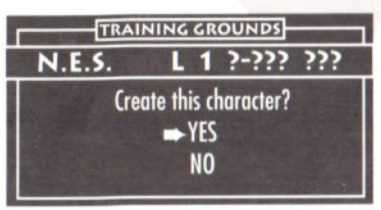
LEGENDARY WARRIORS LEARNED TO FIGHT ON THIS GROUND.

It is said among locals and adventurers alike that the Training Grounds are built upon earth imbued with magic. Of course, this is only a tale told in the lambent glow of crackling fires in the wee hours of the night. Yet there may be truth in it. The tale comes down through the ages of how the veil of magic disintegrated as the demons of the dark side poured forth. But before it disintegrated, it appeared to become like stone. As it shattered, tiny pebbles showered an area of land some five hectares square. It is this area of land that today is called the kingdom's Training Grounds.

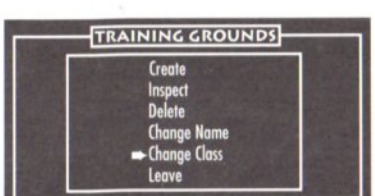
Other tales fuel the fires of imagination and belief in magic earth. Some fighters have felt the earth move under them as they achieve a new level of skill or class of character. At times, a deep rumbling can be heard by all if a warrior appears to lack enough heart or courage for the battle. The grounds themselves seem to teach the arts of battle. For the many warriors trained here quickly master the skills and talents they will need as members of a courageous and victorious band of adventurers.

On these grounds, the inner soul of the warrior is also bared as well as muscle honed. It is here that strength and ability, inner courage and iron heart are assessed. Parties of sound balance and sensible attributes group and regroup on these grounds to establish the ideal combination of members for victory. Race and class are chosen. Magic points are assigned and re-assigned. Weapons are weighed, tested, and evaluated for performance. Characters are judged by age, magic points, skill level, armor carrying ability and alignment.

Nothing is overlooked and all is readied for the ultimate test. Ahead lie the many terrible surprises of a journey full of more twists, turns and challenges than any adventurer even dare consider for fear of losing heart. Some have left these grounds to become legendary heroes, having brought the land an infinitesimal step closer to its deeply hidden heart of magic. Others have never been heard from again. Stories go that they have disappeared forever from the kingdom. And still others return to the Training Grounds bearing tales of mighty beasts, winding mazes and shadows that harbor the most dreadful of timeless secrets.



Here in the Training Grounds of Wizardry, you have a chance to create each member of your hardy band of adventurers.



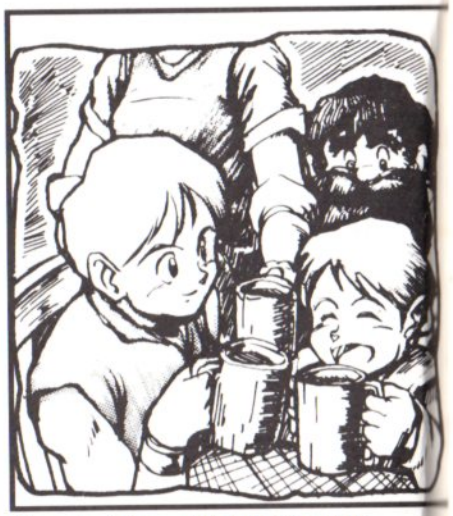
Here in the training grounds you can make a class change. Grasp the opportunity!

SERVICE

The city of Llylgamyn has many places unbeknownst to locals, visited solely by adventurers.

GILGAMESH'S TAVERN

This was the very first tavern established in the kingdom. And it is old indeed, almost 100 years. It was opened by one of the most talkative rascals in the land, a harmless fellow known by all as Gilgamesh. (In the ancient tongue, Gilgamesh meant "one of cavernous mouth.") It is here in Gilgamesh's Tavern that matters of great import occur. Adventurers check their status. They divide up treasure discovered and claimed in the course of their journeys. They meet to assemble bands or to disband their party. Originally, the tavern welcomed all through its doors — friend or foe. But now, depending on who gets to the tavern first, the rest follows according to the rules of good and evil.



Tales are shared, fortunes divided and new friendships forged inside the historic walls of Gilgamesh's Tavern. Join in the revelry or exit?

ADVENTURER'S INN

Without inns, the World of Wizardry would be an even more dangerous place for the adventurer. Sleep allows an adventurer to fully recover magic points. There are 5 types of accommodations, depending on the price you wish to pay. All accommodations give you enough rest to return your MP to the maximum level. (If you hit age 50, you will decline in all skill levels.)

TYPE	PRICE	AGING	HP RECOVERY
Stable	Free	1 Day	0 HP
Cot	10 GP	1 Week	1 HP
Economy Room	50 GP	1 Week	3 HP
Merchant Suite	200 GP	1 Week	7 HP
Royal Suite	500 GP	1 Week	10 HP

Rest at the Inn to gain new levels, magic points or to restore hit points.

BOLTAC'S TRADING POST

Boltac is the most clever, business-minded Dwarf in the land. He has a nose for treasure and a sixth sense for spotting cursed items. (He also has an assistant Cleric whose sole occupation is to watch for cursed items.) There's always much hubbub at Boltac's. If an adventurer has need of a sword, armor or other tools of battle, Boltac has it, or he will find it fast. He repairs and sharpens weapons for free in order to attract greater traffic through his doors. Boltac also brings in customers by offering free rest and an opportunity to recoup magic points. Adventurers often stockpile items here and buy them back at inflated prices from the greedy Boltac!

If you have found what appears to be a valuable item in one of the mazes, have Boltac verify its worth. Take care! He is a clever business Dwarf!

TEMPLE OF CANT

This is one of the most magical places left in the kingdom. It is here that wanderers go when afflicted by Paralysis, Petrification, Death or Ash. As you approach the Temple of Cant, it is wise to remove items of value as you may find that they vanish if the healing goes awry. The cost of cures is steep, but the price is well worth it to keep a comrade in the band. But there are no guarantees!

A cure is not always guaranteed when an adventurer seeks help at the Temple of Cant. Those pure of heart and mind have the best chance of success.

DAMAGE	COST TO CURE
Paralysis	100GP (multiplied by character's level)
Petrification	200GP (multiplied by character's level)
Dead	300GP (multiplied by character's level)
Ashed	500GP (multiplied by character's level)

(Example: If you have a dead character, level 10, you must pay 3000GP to attempt recovery.)

People of Llylgamyn

Humans, Dwarfs, Elves, Gnomes and Hobbits populate Wizardry. Over the years, these races have not mixed so they still look and act quite differently.

Races

Five different peoples live in Wizardry

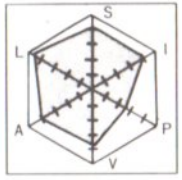
PICK TRAVELING COMPANIONS CAREFULLY

In the magical World of Wizardry, it's important to choose friends or traveling companions with great care. The right person can help you avoid dangerous territory, city states in political turmoil or characters with bad intentions. The right person may also be able to point the way to important information just when you need it. Some friends will even do battle to protect you, and others may be able to save your life depending on the time, place and circumstances.

Before you pick the people with whom you wish to travel in the World of Wizardry, consider all of their listed strengths and weaknesses very carefully. Most of their characteristics are described for you here, but during an adventure you may discover they have unexpected talents and attributes that you didn't know about. Use your intuition during the selection process, too. This, after all, is a magical world. All is not what it may seem on the surface.

Choose wisely! A character's race cannot be changed later in the game.

Although Humans have the lowest total number of points, the balance of their characteristics is good

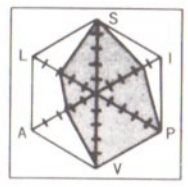


HUMAN

STRENGTH	8→18
I.Q.	8→18
PIETY	5→15
VITALITY	8→18
AGILITY	8→18
LUCK	9→19

(except for piety which is quite weak). This balance of characteristics can come in very handy in filling out the attributes you need for a successful party.

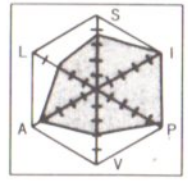
When danger threatens, there's no better fighter to have in your traveling party than the muscle-bound Dwarf. Strong arms, fists and legs, as well as the Dwarf's fierce determination to win, mean trouble for the challenger. His only weakness is agility.



DWARF

STRENGTH	10→20
I.Q.	7→17
PIETY	10→20
VITALITY	10→20
AGILITY	5→15
LUCK	6→16

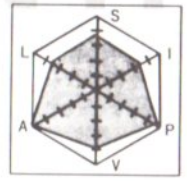
Elves rate very high in the areas of piety and wisdom. This means their advice is usually to be trusted! Elves naturally fit into the roles of Mage, Cleric or Wizard. They are very talented, indeed! Their only weakness is a tendency towards low vitality — they're snoozers.



ELF

STRENGTH	7→17
I.Q.	10→20
PIETY	10→20
VITALITY	6→16
AGILITY	9→19
LUCK	6→16

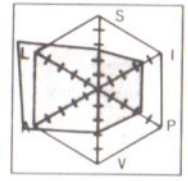
The Gnome is strong in just about every area imaginable. Gnomes have the perfect profile for



GNOME

STRENGTH	7→17
I.Q.	7→17
PIETY	10→20
VITALITY	8→28
AGILITY	20→20
LUCK	7→17

the role of Cleric in the magical World of Wizardry. To have a Gnome in your party is a very good thing indeed. Clerics, after all, have the power to bring a person back to life.



HOBBIT

STRENGTH	5→15
I.Q.	7→17
PIETY	7→17
VITALITY	6→16
AGILITY	12→22
LUCK	15→25

Agile and lucky, the Hobbit excels in the talents that make a good thief! The Hobbit's points total more than any other of Wizardry's inhabitants. However, Hobbits are not very well balanced overall which curtails their ability to become Samurais even with 18 bonus points.

Ability

Each character is evaluated in six different ways, then rated. The more points the better.

CHARACTERS HAVE SIX ATTRIBUTES

Characters are rated on their strength, intelligence (or I.Q.), piety, vitality, agility, and luck. The power (rated by point count) of attributes depends on the race of the person as well as specifics of the individual such as age and level attained in the story. Basic attributes range from 5 to 25 points, depending upon the individual's race. Bonus points usually range from 5 to 9 points, but on rare occasions may come as high as 20 points or more. Bonus points can be used to build up desirable attributes. You can improve weak traits or make good ones better!

It is critical to pay close attention to the attribute totals as your band of adventurers makes its way through the World of Wizardry.

STRENGTH

When trouble lies ahead and enemies attack, Strength is an all-important attribute. It gives characters of all races the power to attack and win — and more. It provides a superior power to accurately target the enemy for a sure hit. Certain weapons can also add to a character's strength in battle. Swords are a good example of this. A character with a good Strength point count as well as a trusty sword in hand should have no fear of action in the front lines of battle. Bonus points can be very helpful as a means to add strength.

I.Q.

There are many ways to describe this important attribute — wisdom, intelligence, cleverness. I.Q. can help the weak conquer the strong. A quick mind may outpace a fast or agile runner with a clever attack. Brains have proven mightier than brawn. In the World of Wizardry, a high point count for I.Q. is critical to learning and mastering the magic arts of the Mage. In fact, to cast a Mage spell, such as the mysterious and subtle DUMAPIC, one must have a great intelligence indeed!

PIETY

This is one of the most mysterious of attributes. It is mystical, yet powerful. It takes a character pure of heart and mind to use it to its maximum potential. Piety encompasses a variety of special powers. But perhaps the most amazing is the unique ability it gives to the Cleric. Clerics, with the grace of Piety, can actually return the dead to the land of the living. If Piety is too low, an attempt at the necessary spell will most surely fail. Thus, life and death hinge on the level of the Cleric's Piety. And if it is high enough, true miracles happen!

VITALITY

Vitality may be considered as powerful as the force of life itself. Vitality runs through the arms and legs and minds of all characters in the World of Wizardry. If the Vitality level is low, trouble can arise on all fronts because the mind is not as alert, the body is not as powerful, and the will to win is greatly lessened. On the other hand, when Vitality is high, so are the spirits and the success rates of the characters. They can advance to new levels with ease. But if Vitality is too low, making a move to a new level may be impossible, if not deadly.

AGILITY

The ability to move fast can get characters out of all kinds of trouble. Everyone needs this valuable trait to succeed! A high level of Agility lends characters the ability to make a fast attack. Speed and timing can make the difference between life and death, so Agility is all-important. Sometimes it's even possible to move so fast you can take offensive action and be the first to attack. This can offer a great advantage. Thieves have a particular need for Agility. It gives them the speed to locate and disengage the traps surrounding treasure chests.

LUCK

Good Luck is a highly valued attribute in the World of Wizardry. Although Luck may typically seem to be a vague, intangible idea that can't be controlled, it offers great powers to those who have it in Wizardry. Like invisible armor or a magical shield, Luck can protect inhabitants of the land from grave dangers. It can also dramatically reduce the effect of an enemy attack. A blow that might have been fatal can be made harmless by a little Luck. Everyone wants to be lucky. But it's imperative that Thieves and Mages don't get too far down on theirs.

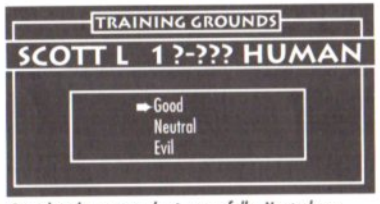
Alignments

Alignment is like a personal value system. It guides the characters in all actions. In Wizardry, there are three kinds of alignments: Good, Evil and Neutral.

THE MEANING OF GOOD AND EVIL

What is typically considered good or evil in the world as we know it is vastly different in the World of Wizardry. In this magical land, the line between good and evil can be suddenly crossed if a character does not consistently abide by the rules of the alignment — for good or evil.

For example, if the rules of behavior are broken, a character sometimes changes alignment. When alignments change, Good and Evil characters must ultimately find a way to rejoin forces to survive and succeed in the adventures of this magical land. Alone, they cannot possibly claim victory. Together, they have hope.



Consider alignment selection carefully. Neutral can never be changed!

NEUTRAL

Neutral characters have far more flexibility in their actions than characters that are good or evil. Because of their Neutral alignment, they are perfectly free to form alliances with either Good or Evil characters. And their actions won't change their alignment. They cannot, however, become adept at Cleric spells. This is not an advantage because the Cleric has enviable powers which come in very handy in the course of Wizardry World adventures.

GOOD

Characters with a Good alignment are trustworthy, pious, ethical and humanitarian. They would never hesitate to forsake their own lives to save the life of a friend — or even a stranger. They do not, however, have such a strong regard for life that they won't fight when attacked. **Bad monsters must beware of the Good adventurer. Good monsters, on the other hand, are safe from them. Good adventurers must play by the rules to maintain their alignment.**

EVIL

Characters with an Evil alignment are not really as terrible as the word "Evil" implies. They are, however, self-centered rascals who won't make a move unless it benefits them. These characters are also greedy and materialistic. If they are crossed for any reason, they will chase and attack friend or foe with ruthless determination. **Just like good characters, if they break the rules, they could lose their alignment. The wrong move, and an Evil one could suddenly become Good!**

Classes

This strategic choice will influence the outcome of battles in the World of Wizardry. Think carefully before making your decision.

THE FRONT LINE WARRIORS

The front line warriors lead your band of adventurers into battle. These are characters trained for combat such as the Samurai or Lord. They march at the head of the line applying experience as battle-hardened veterans who use swords, axes and other weapons to attack and defend the band of adventurers with great skill.

Ninja

The Ninja is a master of the arts of offense and defense. Weapons and armor are unnecessary to this perfect fighting machine.

Lord

The Lord is one of the elite. A Lord wields the weapons of war and casts Cleric spells with ease. Few characters can change to Lords. The Lord's initial alignment is Good.

Fighter

The Fighter uses all weapons skillfully. These are battle-hardened warriors able to withstand terrible wounds. Any alignment is suitable.

Samurai

Samurais have great talents. They begin to learn Mage spells in Level 4 and master all of them by Level 22. Initial alignment is Good or Neutral.

POWERS OF THE REAR GUARD

The characters who take up the rear are not trained in battle or adept at handling axes, swords and other weapons of war. These characters may be well versed in the magic arts, which in the course of the journey through the land, come in most handy. At times, the power of magic can be mightier than the sword! Most of the time, these characters help the wounded.

Cleric

The Cleric has full knowledge of spells by Level 13. On a daily basis, Clerics cure wounds and save the fatally injured.

Mage

The magic power of the Mage is wondrous. A Mage spell can banish the enemy in a flash. The Mage, not very strong, only wears Robes in the search for greater levels of magic power.

Wizard

Wizards know Mage and Cleric Spells by Level 28. They have the ability to identify unknown items, but only in the maze.

Thief

Although Thieves are handy with Daggers and Short Swords, they are not good in magic or combat. However, they play an important role in any group of Wizardry adventures because they know how to quickly dismantle treasure chest traps.

ORGANIZE THE TRAVELING PARTY FOR VICTORY

Over the course of centuries, the special talents, skills and values of the characters which inhabit this magical land have been adapted for survival. Each has certain strengths not possessed by the others. The same is also true of their weaknesses. Yet together, as a group of races, they complement one another.

Thus, if you choose your group or party giving careful consideration to each member's unique abilities, you will come up with a balanced band of travelers. This is called the balance of power, and the only way to attain the perfect balance is by combining the correct forces within your band of adventurers.

There are other considerations as well. It's important to think ahead and make a long-term plan for your group. For one thing, you can change the powers and capabilities of your group. You can change a Mage to a Cleric or a Cleric to a Lord. But you must remember that in each case you could lose certain special talents of one while gaining the new strengths and capabilities of the other. Are you prepared to lose these special gifts, or will you sorely miss them in the heat of action or danger?

Strategy is everything. To begin, you must know your characters! As you begin to develop a plan, remember this: each character has unique strengths and weaknesses. And the beginning, middle and end of the journey are fraught with different challenges, changing riddles, and unexpected twists and turns. Along the way, it is most intelligent to evaluate your band and make changes as you see fit.

CLASS CHANGE

Although class change offers many advantages such as moving into the "elite" class, it also creates a number of hurdles which a character must strive to overcome in the process. The magnitude of making a change places a huge burden on the character.

He or she will lose a great number of the hard-won powers and attributes gained in the original class. As the character launches into the new existence, only the bare minimum of attributes for the particular race is provided.

This loss of attributes can reflect a large reduction in capabilities from the original class. And attributes are everything in the search for magic in the World of Wizardry! For example, spells which were previously learned may be still remembered; however, the number of spells which can be cast may be severely limited.

Just because a character knows the spell doesn't mean he or she can cast it in the new "elite" level — at least not at first. Now new skills must be mastered and the actual personality reshaped.

These and a long list of other problems which always arise in the course of a class change add up to a dramatic effect on the character undergoing the change. It's not difficult to imagine that the character immediately loses an impressive five years of life just by making the change. That's a lot of valuable time to sacrifice. Change is incredibly difficult, but the many rewards should be worth it.

CLASS	MINIMUM CHARACTER ATTRIBUTES						ALIGNMENT
	STRENGTH	INTELLIGENCE	PIETY	VITALITY	AGILITY	LUCK	
FIGHTER	11	•	•	•	•	•	G N E
MAGE	•	11	•	•	•	•	G N E
CLERIC	•	•	11	•	•	•	G E
THIEF	•	•	•	•	11	•	N E
WIZARD	•	12	•	12	•	•	G E
SAMURAI	15	•	11	•	10	•	14	•	10	•	G N
LORD	15	•	12	•	12	•	15	•	14	•	15	G
NINJA	15	•	17	•	15	•	16	•	15	•	16	E

The Dungeon

Ahead lies the greatest challenge, for it is in the many levels of this dank and dreary dungeon that adventurers encounter the worst of dangers!

Davalpus' Accursed Labyrinth

After Prince Alavik became the Knight of Diamonds to reclaim Llylgamyn from Davalpus' evil rule, his fight to the death ended when he sliced off the head of Davalpus with his magical sword Hrathnir. But the Spawn of Darkness uttered a curse before he fell — a curse so powerful that it instantly destroyed the king's castle that had become the place of their final battle. All that was left, it is said, was an accursed hole leading to the huge maze.

Having swallowed Prince Alavik, his legendary knight's arms and the Staff of Gnilda that once protected Llylgamyn, the underground maze summons hordes of new evil beings, even now after the fall of Davalpus. Composed of six floors, the giant maze is a home to monsters even more sinister than those that were in the infamous Werdna's maze.

The guiding spirit Gnilda now uses the accursed hole to test the people of Llylgamyn. Anyone brave enough to collect the five kinds of knight's arms scattered throughout the maze will be rewarded with the Staff of Gnilda once again.

But these arms have metamorphosed into Animated Objects with fearful powers and it is rumored that they will bring destruction to anyone who comes near. This is a place of evil — those without the strongest determination dare not enter.

Beware the Dangers of the Dungeon!

Now begins the most perilous part of the journey. Historically, dungeons have been designed as places of torture, cruelty and endless imprisonment.

The cold stone walls seem to glimmer pale red with an evil aura of their own. It is said that a powerful creature from the dark side cast a spell on the stone itself giving it the power of independent action. The walls have many tricks.

Beware! As you walk on what you think is solid ground, the floor itself may suddenly begin to turn, taking you in a direction that bodes nothing but evil for the unwary.

The darkness of the dungeon seems to suck wanderers ever deeper into its depths. They think they travel on their own motivation seeking the staff that is rumored to be buried at the farthest depths of this accursed edifice. But hope of retrieving it is laughable, and the dungeon only pulls wanderers through its dank corridors for sport.

ENTER THE DUNGEON, ALL YE WHO DARE!

SECRET DOOR

Many thousands of years ago, the kingdom's first dungeon was built by those evil interlopers from the dark side. A prisoner, still powerful in the magic arts, created a secret door which was used to access a hidden escape passage. It worked well for it was completely invisible to the evil guards. But all things change, the door was discovered. And today all dungeons have them. Adventurers must use MILWA or LOMILWA to find the doors. Without them, the journey becomes stymied.

ONE WAY DOOR

The difference between a one way door and a two way door can mean the difference between survival and ultimate doom. The one way door should always be considered a trap. The dungeon is riddled with these troublesome doors which are not always visible. If you know you are on a dangerous path and go through one of these doors, you will be forced to maintain your perilous course. And it could most easily lead to more evil than you ever thought possible.

PIT

You may first hear of the horrors of the pit while in training. One innocent stumble, and you tumble onto razor-sharp spikes in the dark depths of the dungeon. Those in front are at most risk. They must avoid the terrible jaws of the pit at all costs!

DARK ZONE

The cloak of darkness is much used by monsters who lie in wait for an opportunity to ambush the unwary traveler. LOMILWA is useless here; try DUMAPIC as a last resort. Otherwise, you have to bump into walls to find your way through the maze. This is a poor means of navigation, but it may be the only one available to you. As fortune would have it, the monsters lurking in the dark are not too terrible.

TURN FLOOR

The next step you take could be your last if you do not proceed with the utmost care and discretion. The Turn Floor could keep travelers wandering in circles for all time. Once wanderers lose their way in these gloomy and dangerous environs, they may never regain it — or the light of day. Walk carefully. Skill is everything!

CHUTE

Chutes act much like traps for the unsuspecting wanderer. Suddenly the floor below you vanishes into thin air, and you are jettisoned from one floor to the next. Just like Pits and Turn Floors, you don't know you've been caught until you go flying and you may not like where you land! However, your ultimate aim is the darkest depths, and this is one way to go.

TELEPORTER

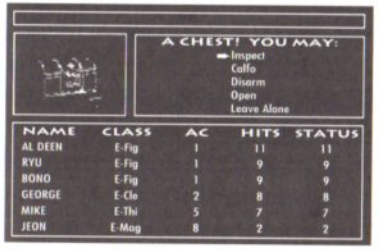
In ancient times, the people of magic teleported themselves by casting spells, which for them was very simple. Now the teleporter is a thing of the machine world as well, although it is hard to tell the difference between a teleporter block and a regular block. Sometimes you won't know until you are teleported. The teleporter can take you just where you want to go, or deliver you into the jaws of disaster. When the teleporter whisks you away, consider making a map for later reference.

CHECK POINT

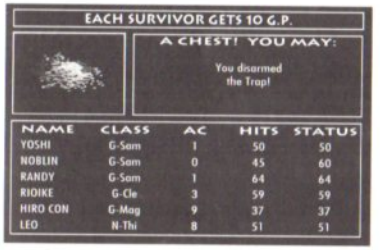
The wise traveler looks for value in the most innocuous of items found in the course of the journey. For it is that certain precious item that will get you past the gates of the Check Point, and if you dare, farther along in your journey into the depths of the dread dungeon. Some items are plentiful. Others are extremely rare. All items are not what they appear! You will need them when you face the test of the hidden dungeon Check Point. These are hidden well!

SILENCE POINT

The forces of the dark side left an unusual legacy that came to settle here at the Silence Point. At such points there occurs a sudden vibration in the atmosphere. The dankness of the dungeon deepens, and those who once had the power to speak are made totally silent. It is then that the forces of darkness can attack, conjuring the most vile of spells. And the adventurer, stricken silent, can no longer cast a spell in defense. It is a grim predicament indeed.



One must not rush into the opening of a treasure chest with undue haste, for along with the treasure is buried untold danger. Each treasure chest contains items of great value, poison and other dire conditions to the chests. Only the experienced adventurer dare attempt to remove the most sought after contents. Take great care!


EACH SURVIVOR GETS 10 G.P.
A CHEST! YOU MAY:
You disarmed the Trap!
NAME CLASS AC HITS STATUS
YOSHI G-Sam 1 50 50
NOBLIN G-Sam 0 45 60
RANDY G-Sam 1 64 64
RIOIKE G-Cle 3 59 59
HIRO CON G-Mag 9 37 37
LEO N-Thi 8 51 51

Once the treasure chest is opened (hopefully without dire mishap) and the contents unpacked for all to view, consider well the items from within. As the saying has come down through the ages, all that glitters is not gold. Many of the treasures will help you on your ways through the perilous journey ahead, but some may hinder or hurt you in your venture.

TREASURE CHESTS

The contents of the sought-after Treasure Chests are well worth the risks it takes to lay hands on them! But take care for they are booby trapped!

SEEK TREASURE WITH GREAT CARE!

The call of treasure touches the heart and mind of all who inhabit the World of Wizardry. Although it is hidden throughout the land, a copious amount is buried deep within the maze. No one is sure how this horde of golden coins, weapons, helpful (or sometimes cursed) items, amulets, armor and other things of immense value and allure came to be here.

Some say that past adventurers could not carry everything they found. Their arms and pockets were filled to capacity with gems and the like as they raced through the corridors of the maze, making a hasty escape from vicious monsters with treasure falling behind them.

Later, several groups of monsters found the treasure and decided to guard it and keep it as their own. Even though they could not use most of the loot, it was much too precious for anyone else to claim.

Some of the items, such as the Blade Cusinart, are imbued with rare magic — a legacy of the ancient magic culture .

The treasure has other magic properties which will affect the outcome of the journey for brave bands of travelers. Many of the items are required for access to certain areas of the dungeon. Some are worth mighty sums to Boltac, so characters can at times sell them for a great profit. Certain treasure can enhance a character's ability. And some treasure is dangerous.

Traps

Vast riches may be found in chests. Unfortunately, many of them are booby trapped, and can be extremely dangerous!

DANGER LURKS WHERE TREASURE LIES!

Many tales have sprung up around why the treasure chests have traps. One of the most widely accepted is that past adventurers would return for their treasure and they would cast a spell on the chests so that any other party would surely fall to their demise. The effects of the traps vary. They can be fatal to some characters just setting out on the journey — the poisoned traps are of special danger. Traps can injure an entire party, too! You'll need a Cleric who has the power to cast a spell to identify the trap and make it harmless. A speedy Thief can help by disarming the trap allowing you safe access to the booty.

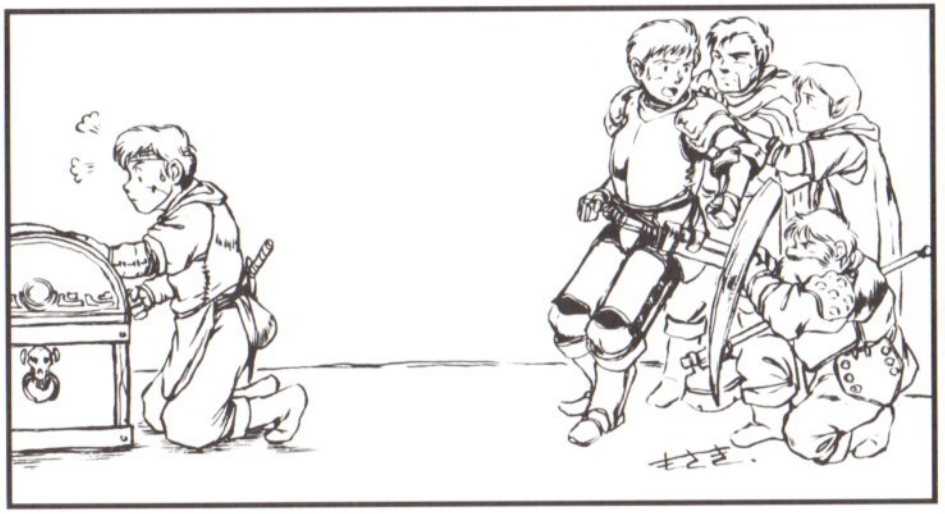
POISON NEEDLE

This trap appears early in the venture. It injects poison into the victim. The hardy soul loses strength as well as hit points until he or she is cured of the poison.

EXPLODING BOX

This trap holds many similarities to the gas bomb trap except it is far worse with damage of close to 50 HP. When the box explodes, sharp pieces of iron and other ancient metal fly everywhere, impaling anyone in their path. The treasure, however, stays put.

Much coveted treasure is found in chests. Unfortunately, they are booby-trapped, and can be extremely dangerous!



MAGE'S MISERY

Here is a trap so powerful that only the Cleric's spell MADI or the city temple can recover. This booby trap unleashes a ghastly spell of paralysis or petrification on your Mage and can sometimes attack characters that have acquired Mage spells.

GAS BOMB

The entire group or several members can be severely injured if an inexperienced or inept party member releases a gas bomb from a booby trapped treasure chest. The gas injures each victim to a different degree. Sometimes the entire party is affected.

STUNNER

The squeak of hinges opening may be your only clue of the sudden danger lurking inside the chest. The stunner attacks instantly by paralyzing the adventurer, leaving no time for escape or regrets. The only hope is a cure — if you or anyone else has the power!

CLERIC'S CRISIS

Known to adventurers as one of the most deadly traps ever. Take caution when disarming; this trap will paralyze your Cleric, Wizard, and Lord. A trip to Llylgamyn's Temple of Cant is a solution.

CROSSBOW BOLT

No matter how fast you are, if you open a trap in which a crossbow bolt lurks, heavy damage lies ahead — about 50 HP. There's just no time to move or duck. Even a Thief who is renowned for speed takes a heavy hit. But every so often, there is a Thief just fast enough!

TELEPORTER

Beware the lower dungeon because it is here that the dread teleporter awaits your courageous band. If you stumble upon this terrible chest, it has the power to whisk every last member into eternity.

ALARM

The sound of the alarm is the call to battle for any monsters nearby. Goblins and other beasts race to the scene. You have no choice but to fight. Once you defeat the enemy, the treasure is yours, and its value is reflected by the type of creatures you vanquished!

Conditions

The multitude of ills which descended upon the people of the ancient culture are today called Conditions.

MANY FEARSOME ILLS BEFALL THE UNWARY!

POISONED

The evil ones spread their poison. They dip blades of combat in an evil brew as well as claws and fangs. Some have long stingers which suck up poison for later evil use. Others use long, hollow needle-like teeth. When poisoned, you lose 10% of your HP for each step you take during battle or for each block you search while traveling. If you have a healing item, then your HP level won't be drained by more than 20%.

DEAD

This condition is to be avoided at all costs because there is little recourse for the victim who is

stricken. HP goes to zero. However, in rare instances, a Cleric of great power may use the DI or KADORTO spell and revive the victim. The Temple of Cant is also a possibility. Remember to remove weapons because the cure may go awry and all might be lost!

PARALYZED

Certain traps and magic spells put the party in danger of this condition. A paralyzed adventurer cannot cast spells, fight, drink potions or carry on any other kind of physical action. This is not only injurious to the victim, but also threatens the group as a whole. When a victim becomes paralyzed in the middle of a chosen path, the stricken adventurer will slow down or stop all action. Cure it by using the spell DIALKO.

ASHED

This is the most difficult condition to deal with in the World of Wizardry for much is at risk! When you make the attempt to bring a character back from the brink of destruction, there are many hazards. You must have either a Cleric of immense power or the magical shelter of the Temple of Cant. Still, there is great risk. Spells and the Temple do not always work. You may lose the character as well as valuable weapons and items, so it is best to leave them outside the temple.

ASLEEP

Only the magic ones of the dark side have the powers to cast the potent sleeping spell called KATINO. Like a silken spider's web, the spell spins a thin veil across the victim's eyes and spreads insidiously around the entire body, thus immobilizing the helpless adventurer. One or many party members can be affected by this terrible spell. Intense combat may awaken them. A counter spell sometimes works. The victim or victims will surely awaken by the end of combat.

PETRIFIED

There is only one spell in the World of Wizardry that will cure this condition — MADI. The victim is turned to stone, and only a Cleric of great power can come to the rescue using this most sophisticated ancient magic spell!

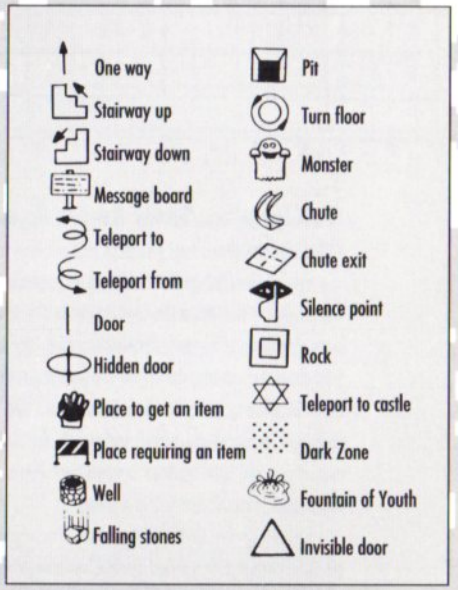
LOST

The maze is fraught with many dangers. Among them is the Lost condition. It happens when the Dead or Ashed can't be revived or when an entire party is attacked and killed, petrified or paralyzed. Their only hope is to be found later by a new band of hearty souls that goes back to look for them.

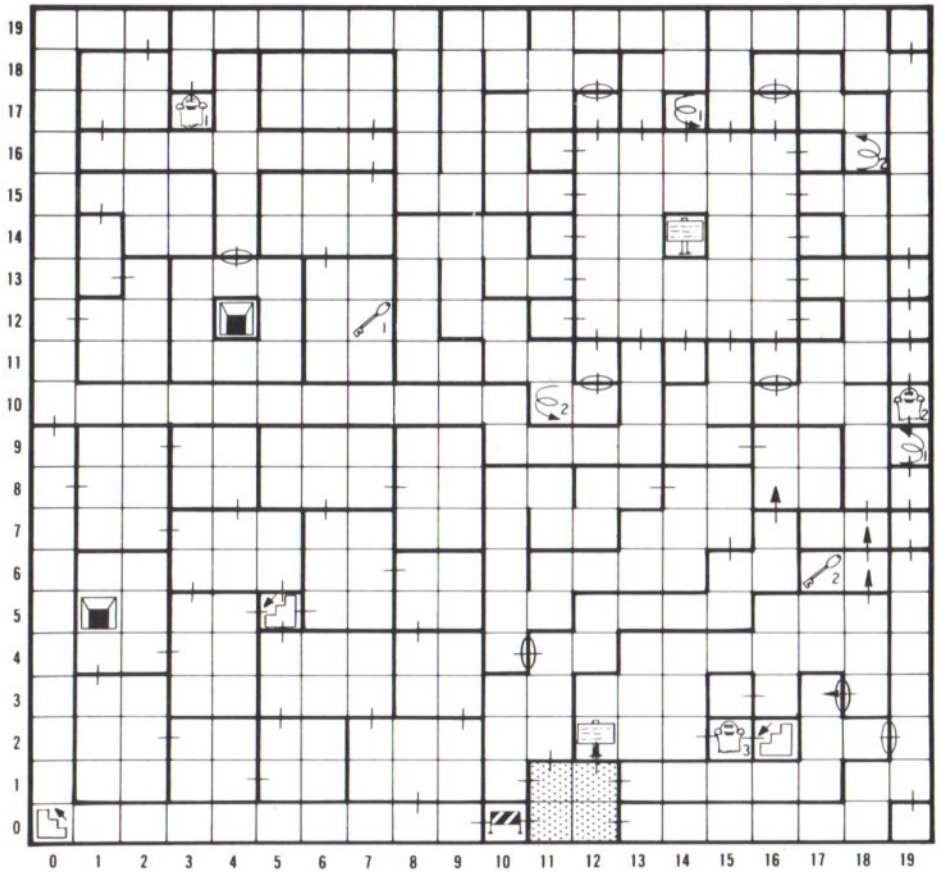
Maps of the Maze

The Maze is a huge underground palace, in the depths of the land, where courage is tested!

THE ADVENTURES OF WIZARDRY II TAKE PLACE IN THE GIGANTIC UNDERGROUND MAZE THAT APPEARED WHERE THE KING'S CASTLE ONCE STOOD. SEALED SHUT, THE UNDERGROUND MAZE IS A WORLD UNTO ITSELF; THE DRAMA IT WEAVES CANNOT BE COMPREHENDED BY THE COMMON SENSE OF MERE MORTALS ABOVE GROUND. IF YOU WANT TO SURVIVE, A KNOWLEDGE OF THIS SPACE IS A MUST.



FLOOR 1



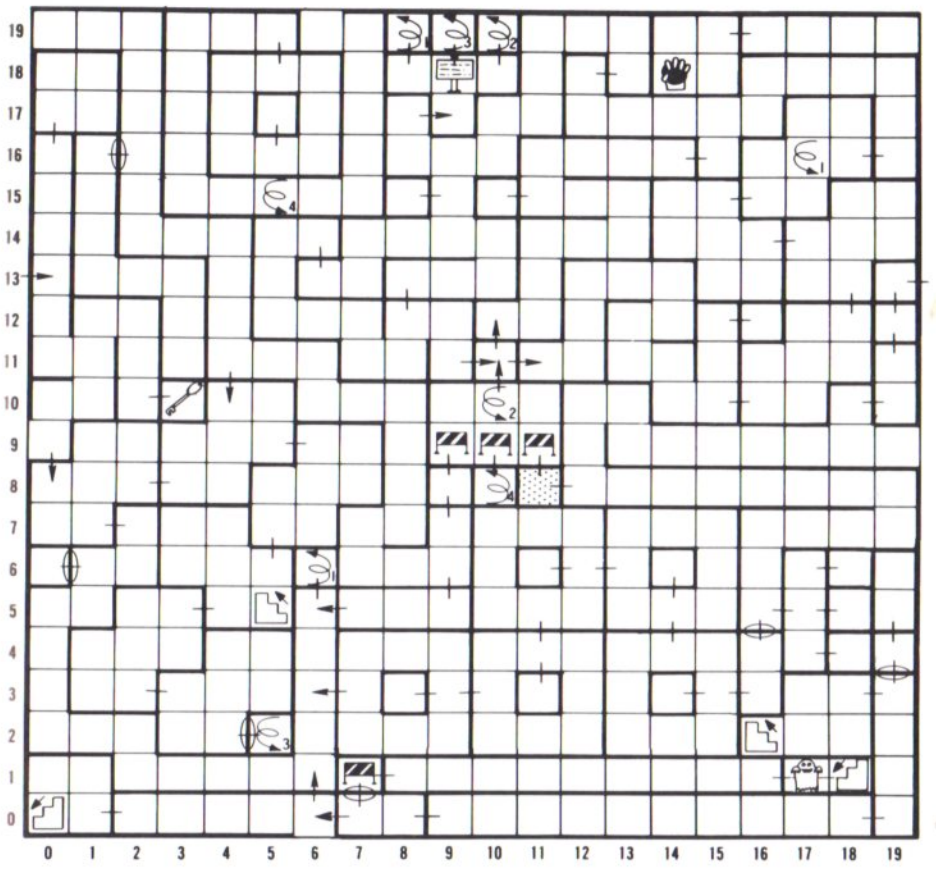
The Legendary Armor Awaits Beyond the Darkness

One of the first goals on Floor 1 is to gradually train Level 1 adventurers, and to have the Mage learn the MAHALITO spell. For starters, aim for Level 5 in character development. Do not venture too far in the beginning, but gain experience by battling the monsters in the small rooms located in the southwest. Once you have gained enough confidence and experience, venture farther into maze.

Beware of the several Teleporters. You can pick up the Corroded Key while venturing around, and after defeating the Kobold King, you can get the Gory Badge. Don't be intimidated by the Kobold King — a party at Level 5 should be able to defeat him in a single round. To reach the Magic Armor located in the southeast, you must first go down to Floor 2 to get a necessary item. Because the Magic Armor has extremely high HP and is immune to magic, the front line adventurers must attack physically. Once defeated, the Magic Armor becomes the KOD's Armor.

- Corroded Key
- Key of Ebony
- Murphy's Ghost
- Kobold King (Gory Badge)
- KOD's Armor
- Pit
- Message Board
- Teleport to
- Teleport from
- Place requiring an item.
- Dark Zone

FLOOR 2

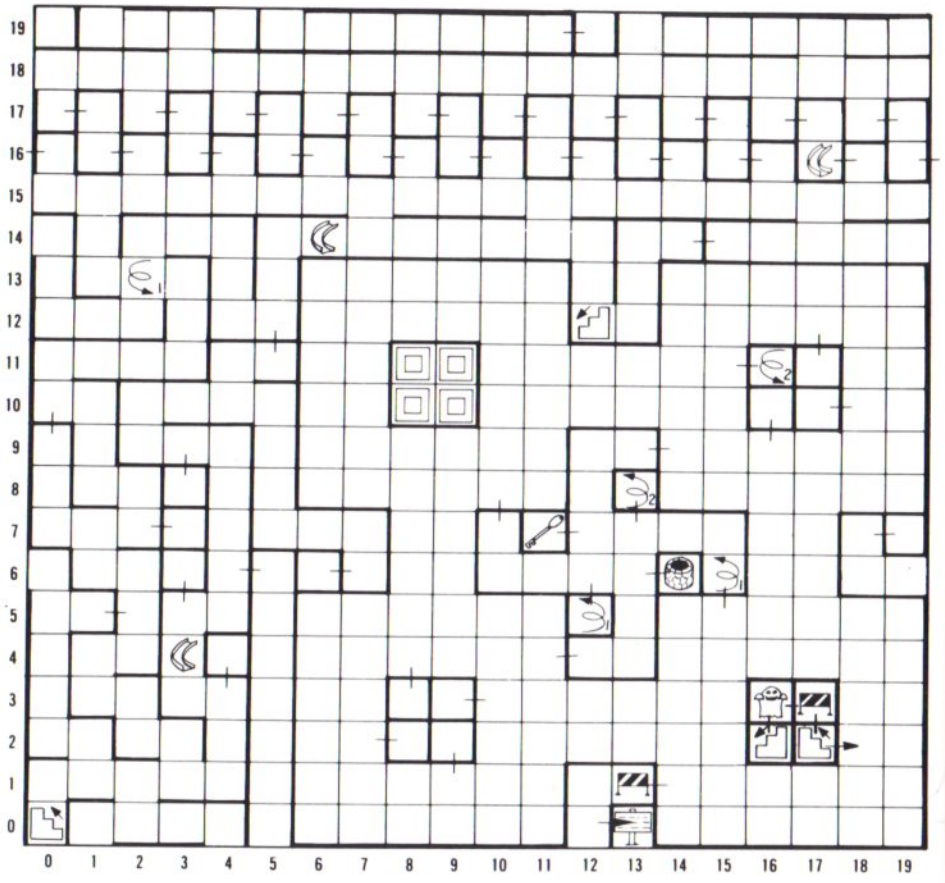


The Floor of the Shield and the Teleporters

The monsters on this floor are noticeably tougher. You will encounter the Smog Beast, a magic user that is itself immune to magic, the Highwayman, the Vorpal Bunny, the Ninja's Critical Hits, the Doom Toad's and Dragon Fly's Breath, as well as the Mummy's Energy Drain. Wait until you've reached at least Level 7 before venturing far. When walking around, beware of numerous Teleporters, which make backtracking difficult, and many One-Way Doors. Wanting to return to the castle but unable to find the correct path, the party could perish after many skirmishes. Sometimes the courage to retreat is necessary. On this floor, get the Weird Emblem. Then return to Floor 1, and after getting the KOD's Armor and the Key of Ebony, get the Key of Cloister. Although the Magic Shield's HP are not as high as the Magic Armor's, it has a low AC and a very high attacking ability. Once defeated, it becomes the KOD's Shield.

- Weird Emblem
- Key of Cloister
- KOD's Shield

FLOOR 3

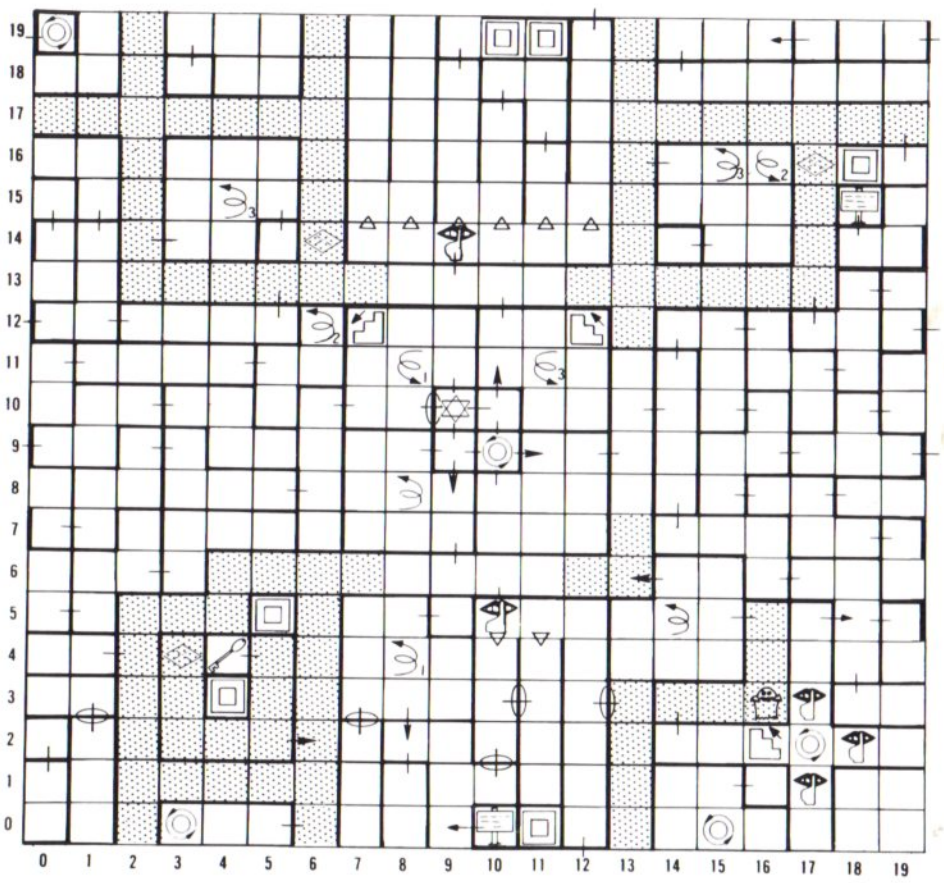


The Floor of the Cloister, Chutes and the Sword

The monsters are not much stronger here than on Floor 2. Tough enemies include the Rhino Beetle with its high HP and strong attacking ability, the Were Lion and its poisonous attacks, and the Were Amoeba. The unpleasant thing about the battles on this floor is that up to three groups of monsters can appear simultaneously. Because you will want to combat such nasty surprises using the MAKANITO spell, a character level higher than Level 9 is ideal. As for things to do on this floor, there aren't too many of them. Enter the Cloister that occupies an area of 14 x 14 blocks in the southeastern corner and get the Mithril Key. Don't forget to bring along all the keys you've found so far. The stairs you descend after defeating the Magic Shield on Floor 2 are a shortcut to Floor 3; beyond them, the third KOD's item, the Magic Sword, awaits you. Although the Magic Sword can deliver Critical Hits with high accuracy, fortunately it is not immune to magic, so defeat it as quickly as possible. Once it is defeated, the magical sword Hrathnir will be in your hands!

- Mithril Key
- Well
- Rock
- Hrathnir
- Chute

FLOOR 4

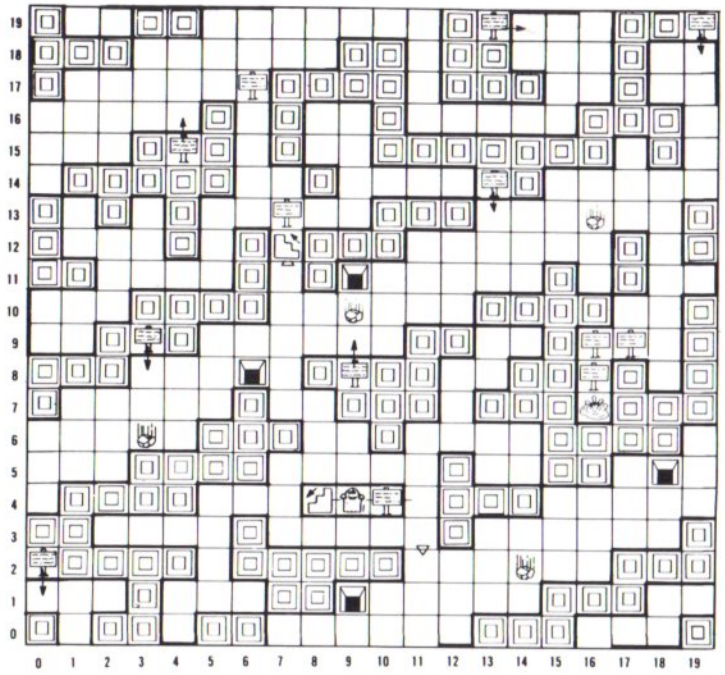


The Helmet in the Darkness of the Most Difficult Maze

Should you accidentally fall down the Chute to this floor from Floor 3, your party faces the danger of being annihilated. The monsters on this floor are suddenly much stronger — Scryll with Energy Drain, Banshee, Webspinner, Evil Eye and Hell Hound with their Burning Breath, not to mention the familiar Lesser Demon whose MAHALITO spell reduces HP. Your Mage must be able to use LAKANITO and LADALTO, and your Cleric should have mastered the MADI spell. Your target level should be Level 11 or higher. With many Dark Zones and Teleporters, the structure of this floor is extremely complex. Verify your location frequently by using the DUMAPIC spell. The item to get is the Master Key, but this cannot be acquired unless you fall down the Chute from above. Beware, for the master of this floor, the Magic Helmet, is empowered with the most potent of spells. Once donned, it becomes the KOD's Helmet.

- Silence Point
- Teleport to Castle
- Master Key
- KOD's Helmet
- Invisible Door

FLOOR 5



The Last of the Armors Lies Beyond the Cavern

The monsters on this floor are stronger than those found on Floor 10 of the maze in Wizardry I. In practical terms, once you conquer this floor, you've reached the climactic point of Wizardry's story. Vicious monsters such as Vampire Bat and Succubus with their Energy Drain ability, Foaming Mold that can petrify, and Air Giant capable of inflicting more than 100 points damage with a single blow threaten even a party that has reached Level 13.

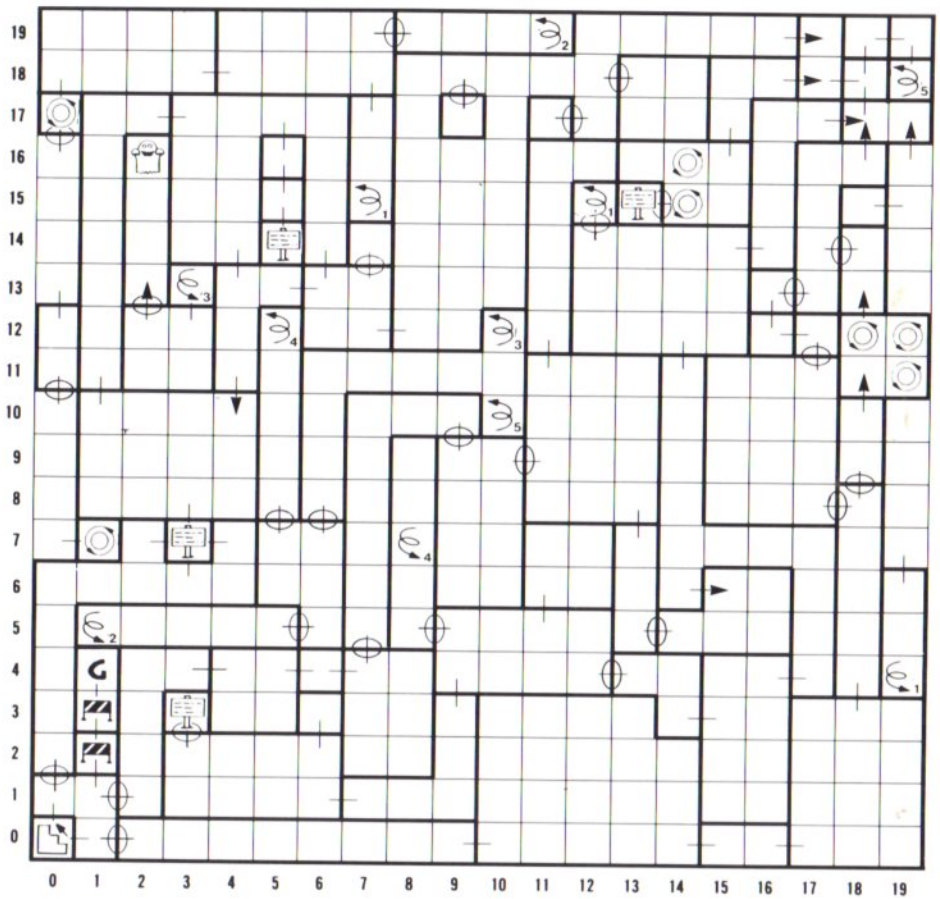
Structurally, the floor is like a cavern made up of a main looping passage running diagonally across it, with smaller passageways branching from it. Navigation is not too difficult provided you avoid the damage that can be inflicted by falling rocks and pits. The small rooms at the end of the passageways are treasure rooms in which treasure chests appear after battle. The last of the legendary armors awaits beyond the only door on this floor, but you need a particular spell to get through it. Once past, you'll be confronted with two enemies armed with extremely powerful magic. If you're victorious, they will become the KOD's Gauntlets.

FOUNTAIN OF YOUTH

Somewhere on Floor 5 is a pool called the Fountain of Youth. As the name indicates, it lowers the age of an adventurer, but *only* if he is lucky. In many cases, the adventurer who enters it will meet with tragic results — lowering of the HP upper limit, reduced ability, poisoning, paralysis, petrification, even death. Needless to say, its demerits by far outweigh the merits. Wise adventurers stay away from this unpredictable pool.

Fountain of Youth
Falling Stones
KOD's Gauntlets

FLOOR 6



Double Structure With a Surprise

The party which manages to descend to this level armed with a complete set of Knight of Diamond's arms is tough indeed. The objective on this floor, of course, is to get the Staff of Gnilda, which is located only four steps from the stairs you come down. It is wise to return quickly with the Staff, gather KOD's once more, then search for items. Powerful new monsters lurk here, so don't dally — the Undead Giant Zombie shoots Breath like a Poison Giant while Lycurgus and Sidelle cast the strongest of spells. The familiar Vampire Lord and Flack, even with their enhanced powers, look almost cute by comparison. The floor is made up of a double structure.

G — Staff of Gnilda

Monster Gallery

Guide to Enemies & Monsters

▲ ***MAGES***

Intelligent and resourceful, Mages and Magicians conjure spells so perilous they can vanquish the powerful Fighter. It is most strategic to prevent these ancient magic users from casting their spells.

◀ ***DINK***

Sometimes mistaken for a Gnome or a Hobbit, this ancient-looking being is a humanoid. Sarcastically called a "Dink," he repulses many adventurers with his subservience. Some say the Dink is searching for the Staff of Gnilda to free himself from a curse, but lacking enough courage, he wanders forever on the upper floors of the maze.

HUMANS

No other beings have as much potential for actions of good or evil as do the paradoxical Humans.

▶ ***FIGHTERS***

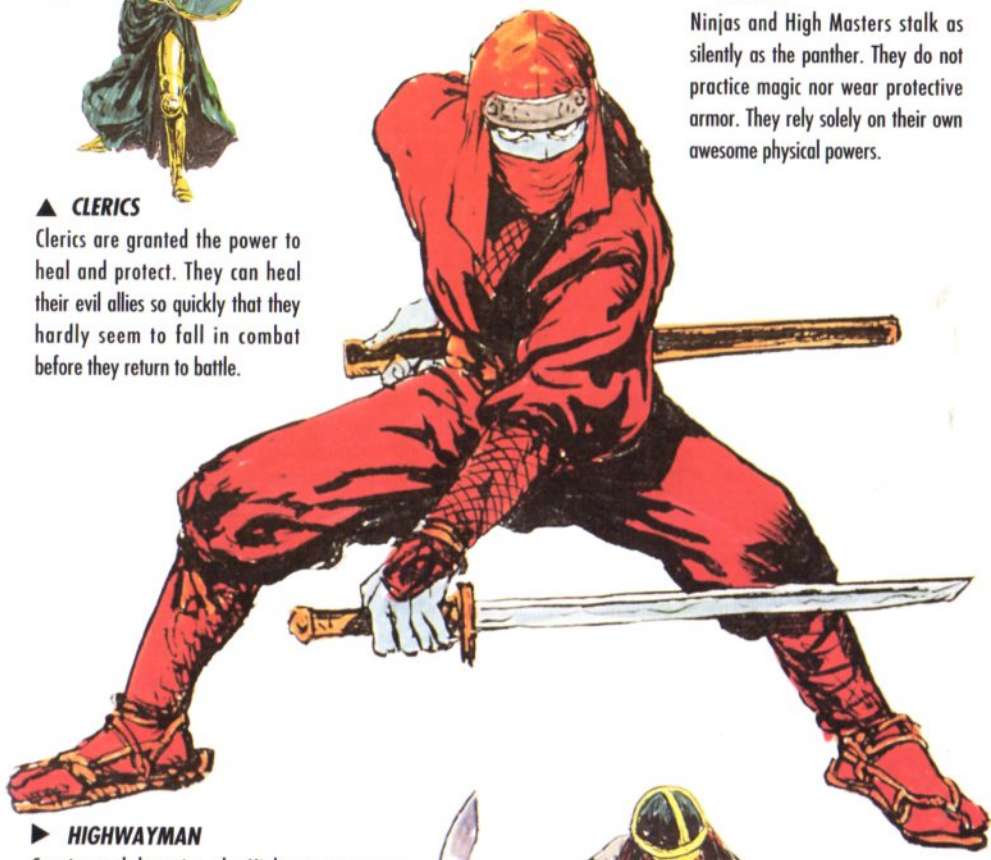
Swordsmen and Men at Arms are accomplished warriors in the archaic methods of combat requiring weapons. They look down upon those who practice magic as foolish nincompoops.

▲ ***CLERICS***

Clerics are granted the power to heal and protect. They can heal their evil allies so quickly that they hardly seem to fall in combat before they return to battle.

▼ ***NINJAS***

Ninjas and High Masters stalk as silently as the panther. They do not practice magic nor wear protective armor. They rely solely on their own awesome physical powers.



▶ ***HIGHWAYMAN***

Cunning and deceptive, the Highwayman roams the land, ever keen to an opportunity to steal anything of value.

▼ ***RAVER LORDS***

Woe to any of you who should pity the fate of a fellow human! Once noblemen, they all surrendered to corruption. It was downhill from there.

◀ WITCHES

Witches and Sorceresses, since they have low attacking abilities and high AC, usually travel in groups and may cause significant damage with their Mage spells.

▶ MIFUNE

An excellent swordsman, the Mifune has fighting skills that alone make him a formidable opponent. But at a certain level in his relentless training, he develops mysterious mental powers that awaken him to the secrets of magic.

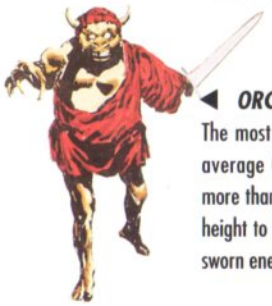
SUBHUMANS

Repulsive replicas of human existence, these creatures have an edge over the inexperienced adventurer.

◀ KOBOLD KING

A member of the ruling class, the Kobold King possesses extraordinary stamina and strength. He has great endurance, and a blow from his huge scimitar is staggering, even though Kobolds are normally shorter and weaker than humans. However, because he always travels alone, he should pose no threat to an adventuring party of six.

◀ ORCS



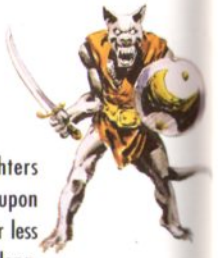
The most cowardly of all Subhumans, the average Orc resembles the unsightly pig more than anything else. It stands shoulder height to humans. Historically, Orcs are the sworn enemies of elves and dwarfs.

▶ FLACK

Though small, Flack is surprisingly powerful and worse, has an exceedingly vicious disposition.

▶ KOBOLDS

From a distance, these fighters look like Werewolves, but upon closer inspection, they appear less threatening in spite of their long, glistening, canine-like fangs.



▲ ORC LORD

A member of the nobility, his piglike body fattened by gluttony, the Orc Lord enjoys a strength superior to normal Orcs. But he is no more intelligent, and he cannot cast spells.

WERE BEASTS

These are humans transformed into animals. Some seem merely pathetic, but others are pure evil.

▶ WERE PANTHERS

Normal panthers are smaller than lions and tigers, but they rival the larger cats in agility and strength. Were Panthers are Were Beasts with all the lethal characteristics of panthers.

▲ WERE BAT

Sometimes mistaken for a Vampire, a Were Bat is a mortal, batlike beast under Vampire's rule. Although winged, it cannot fly well and prefers to glide from one cavern wall to another.

▲ WERE AMOEBA

The Were Amoeba gelatinizes itself into an immense amoeba. Watch out for its unexpected appearances and the high mobility made possible by its formlessness.

▲ GIANT BAT

The underground maze is a cavernous, alien space. It is populated by creatures accustomed to living in the dark, such as bats. The basis for the vampire legend, the Giant Bat often accompanies Vampires.

▶ WERE LIONS

Were Tigers, normally common inhabitants in this type of environment, are not found in the maze. Instead, numerous Were Lions with superior attacking ability roam in their place. Were Lions often attack in prides and are formidable foes.

BEASTS

Long ago, animals wandered into the mazes, became trapped and changed into beasts of the night.

▶ RABIT RAT

What appears to be a giant white rabbit is actually a member of the rat family. The name "Rabit" is a combination of "rabbit" and "rabid." Belying its petlike appearance, it is ferocious, rabid and spreads poison.

▶ HIPPOPOTAMUS

A normal hippopotamus is an immense, funny-looking herbivore with a gentle temperament despite its size and weight, but the Hippopotamus found in the maze has been corrupted and made vicious — like all maze denizens — and it charges with its enormous gnashing teeth.

◀ VORPAL BUNNY

Appearances are deceiving. Do not let your guard down for a moment! Extended fangs inflict wounds.

CRUSTACEANS

Their shells serve as armor, and they have formidable defensive ability. They are difficult to defeat without magic.

◀ ***GIANT CRAB***

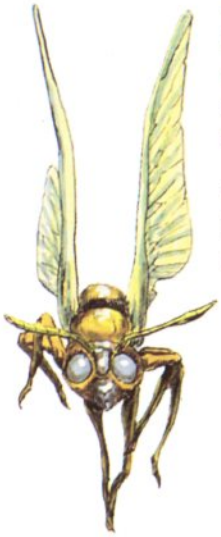
The Giant Crab has four enormous pincers and a low AC. Though it can withstand two direct hits of the TILTOWAIT spell, it turns to dust with the MAKANITO spell (unlike the Scorpion, against which the same spell is ineffective).

▲ ***SCORPIONS***

Unlike normal scorpions which live in the tropics, the giant variety can withstand the low temperature and high humidity of the maze. Fortified by magic, they can withstand MAKANITO, a spell normally fatal to all creatures lower than Level 8.

INSECTS

Adventurers first brought these Insects to the mazes. They have now grown to enormous proportions.



◀ ***GIANT HORNET***

Magic has strengthened the Giant Hornet's attacking ability and poisons. Because it flies around, it is less susceptible to the magic of others.

▼ ***BORING BEETLE***

It is fast, hard-bodied and bites with a crushing force. Avoid it at all costs!

◀ ***GIANT WASP***

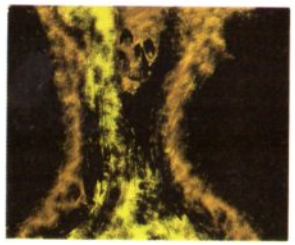
A normal wasp lays its eggs on other organisms. The Giant Wasp lays its eggs on humans.

▲ ***RHINO BEETLE***

Like the Creeping Coins, the Rhino Beetle mimics the treasures it guards. Its shell is a perfect copy of a large gold coin.

▲ ***DRAGON FLY***

The Dragon Fly is very light, notoriously quick and can breathe flames like its dragon namesake. Although the battle may become heated, the best strategy is to attack physically, using your best fighting skills.



▲ ***NO-SEE UM***

A No-See Um is a swarm of countless small insects, each one too small to be distinguished separately. But, because they number in the millions or tens of millions, a single attack by a No-See Um is like Breath and damages all party members.

▲ ***CONSTRICTOR***

Constrictors do not use poisons, but wrap themselves around their prey to strangle it. The giant Constrictor that lives in the maze is strong enough to crush every bone of its human prey.

▲ ***MANTICORE***

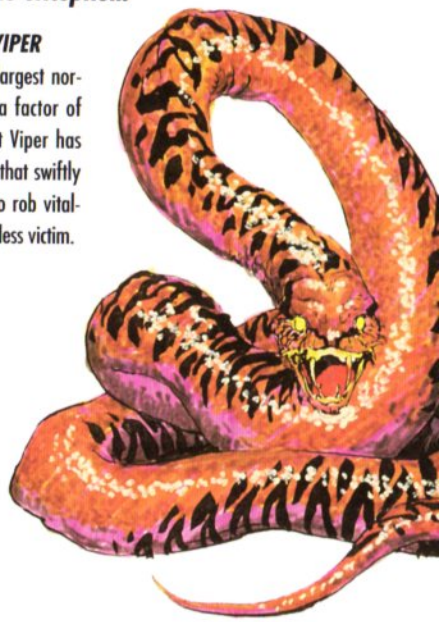
With a lion's head and a thorn-studded tail, a Manticore's body is topped with a hideous human face. Despite its appearance, it is highly intelligent and can understand human speech and speak it, though imperfectly. Because of its aggressive nature, however, attempts to dissuade it from battle are futile.

SERPENTS

Serpents are said to be the demon's minions, bringing harm and corruption. Those found in the maze are no exception.

▶ ***GIANT VIPER***

Dwarfing the largest normal viper by a factor of five, the Giant Viper has piercing fangs that swiftly inject venom to rob vitality from its hapless victim.



MUTANT BEASTS

Magic played a strong part in the fate of these creatures. Some, once normal beasts, have been forever transformed.

▶ ***IRON GOLEM***

A Magician shaped mud, bones, wood or corpses into human shapes and then breathed life into them, thus creating Golems, loyal servants that do their bidding with no fear of death. Among them, the Iron Golem is best suited for fighting, but creating one requires great skill to seal the molten iron within its body.

◄ MEDUSALIZARD

Those who gaze upon or touch this cursed lizard become stone. The MADI spell offers a cure.

◄ BLADE BEAR

The Blade Bear is characterized by its abnormally developed claws. Leather Armor does not stand a chance against a blow from the razor-sharp claws that shred flesh and cut through bone.

DRAGONS

Dragons are fierce and cunning fighters. Most have wings. Many breathe flames. All have devastating claws.

◄ GOLD DRAGON

Visually, the Gold Dragon's appearance contrasts with the more forbidding appearance of the Black Dragon to the extent that you might even think it looks friendly. Beware, for its malevolent eyes glare with ferocity. With its keen intelligence and immense body, the Gold Dragon's attacking ability equals or surpasses that of the Black Dragon.

▼ HORRID HOUNDS

Favorites of the Ferocious Fiend, these savage dogs from hell spew flame indiscriminately at adventurers during battle. Because they travel in packs, Horrid Hounds may kill adventurers with their fiery breath if they catch a party unawares and manage to attack first.

◄ SMOG BEAST

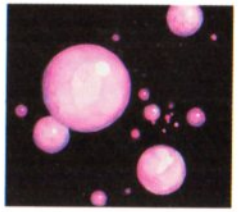
The result of a failed experiment to create horses and cows from smoke and fog, the Smog Beast is resistant to magic because of its gaseous form. Failing to hold its shape for long, it floats in the air as a smokey substance. It is one of the tougher foes in the upper floors of the maze.

▼ BLACK DRAGON

The Black Dragon, with its jet black scales, is notable for its prowess, even among Dragons. Though it is smaller than the Gold Dragon, the Black Dragon's unusually developed forelegs and long tail make it as destructive as its larger cousins. Like other Dragons, it attacks with its Breath, casts Mage spells and is highly resistant to magic. It is a devastating opponent for adventurers.

◄ BUBBLY SLIME

The heated potion of an evil Mage simmered for eons and thus formed the Bubbly Slime.

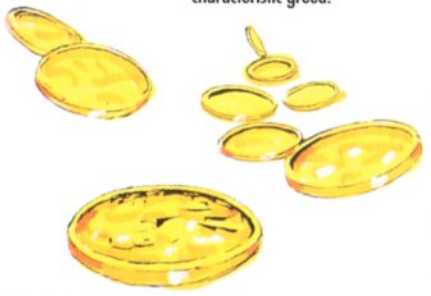


► FUZZBALLS

Fuzzballs look like cotton balls. They do not attack adventurers, but are totally immune to magic and reproduce magically. Cutting them with weapons only produces more of them, so destroying them requires considerable time. Even then, not many experience points are gained by destroying them, so it is better to flee.

◄ BLOB

Be on your guard when you see a glowing pink floor deep within the maze. Though similar to Slime, the Blob is an amoeba that creeps imperceptibly to attack with a protozoan's characteristic greed.



◄ WILL O'WISP

A tortured soul harnessed by evil demons to do their bidding, it floats aimlessly between the world of the living and the dead.

FORMLESS ENEMIES

These beings appear to have no substance, yet take care. They can be as deadly as creatures of solid form.

► CORROSIVE SLIME

Corrosive Slime sprays highly corrosive acid to both damage and poison its prey. Adventurers dislike it because it instantly rusts their polished weapons and armor.

► FOAMING MOLD

Hundreds of times larger than normal mold, Foaming Mold is the by-product of a magic experiment gone awry. Do not underestimate it, for it can Petrify.

MISER'S NIGHTMARE

There are a few treacherous life forms that take on the appearance of great treasure. Beware the maze!

◄ CREEPING COINS

Here the greedy will meet their doom. Once touched, these coins shoot out terrible jets of flame.

DISCORPOREALS

These creatures emerge from another plane, a dimension far beyond the Wizardry World.

► EVIL EYE

An Evil Eye is a magical being whose body consists of a single eyeball. Normally found in other dimensions, it appears before adventurers as a hot glowing globe. Although similar beings often Paralyze or Petrify, the Evil Eye attacks by emitting hot waves with results similar to Breath.

GIANTS

Their origins have allowed them mastery over certain elements. Most are vulnerable to the MAKANITO spell.

◄ ***AIR GIANT***

The Air Giant is more of an airy spirit than a Giant. Though it is not endowed with magical or special attacking ability, its blow is one of the most formidable in the maze. Like many Giants, it is almost totally immune to magic. Defeating it is difficult unless there is an expert swordsman in the party.

THE UNDEAD

Condemned to eternal unrest, they exist yet do not live, and thus strike terror in those who behold them.

◄ ***DOOM TOAD***

Thought to be the Undead reincarnation of the Giant Toad, the Doom Toad seems to have gained slightly in intelligence; it can cast Mage spells of up to Level 2. Though not as ominous as its name suggests, adventurers fear the putrid gas it gives off.

► ***VAMPIRE***

The Vampire, with Level 3 magic, can paralyze victims, absorbing as much as two energy levels. Sword, magic and Dispell used simultaneously can be most effective!

◄ ***BANSHEE***

Of Scottish and Irish origin, a Banshee is a female spirit whose wails foretell impending death. Though she does not attack adventurers, a Banshee in the maze causes Energy Drain.

► ***POISON GIANT***

His body is composed of foul pollutants and his breath is a mist of lethal poison. Poison Giants nullify most magic.

▲ ***VAMPIRE BAT***

Though resembling a normal bat at first glance, the immortal Vampire Bat is controlled by the Vampire and is armed with Drain Energy capability. Adventurers unable to ascertain its true identity will suffer the consequences.

▼ ***ZOMBIE***

An Undead at the bottom of the hierarchy, the Zombie is known for its connections with voodoo rituals. Those accomplished in black magic can create one with relative ease.

► ***MUMMY***

Yearning for resurrection, a powerful ruler of long ago ordered that his dead body be preserved after the internal organs were removed. Having been granted his wish, his mummified body roams once again.

▼ ***GIANT ZOMBIE***

This mighty foe is a Giant's corpse turned Undead by a powerful curse. Judging by its build and skills, it was probably a Poison Giant in life. Neither the MAKANITO nor LAKANITO spell works, and because of the Giant Zombie's high resistance to magic, ZIL-WAN cannot be counted on either.

► ***SCRYLL***

When a rare blood-red crystal is sculpted into the shape of a human skull, the spirits of the dead haunt it to turn it into the Undead Scryll. Ever jealous and hateful of the living, it returns to its skull shape no matter how many times it is crushed to bits, and it will fly around in the maze until its spirit is at rest.

◄ ***UNDEAD KOBOLD***

A Kobold's skeletal remains will walk again — driven by the evil powers of demons. It's no more threatening than a live Kobold, but it never runs.

▼ ***WEBSPINNER***

The Webspinner resembles a giant grayish-white spider, but not a drop of living blood courses through the veins of this Undead creature. Its touch robs an adventurer of two energy levels.

► ***CARRIER***

Keep your distance from this Undead creature with its green, mottled skin. The Carrier was resurrected after a special virus proliferated inside a corpse. Contact with its bodily fluids will Paralyze the adventurer. If an infected adventurer is abandoned while paralyzed, he will join the ranks of the dreaded Carrier.

► ***VAMPIRE LORD***

With an evil wave of his long, skeleton-thin arm, the Vampire Lord can nullify almost all magic, even the most powerful and long-practiced spells. Legends of old tell of attempts to survive casting ZIL-WAN and then hoping!

► ***MURPHY'S GHOST***

This shimmering specter may seem an easy target at first yet its powers are great. Repeated encounters on the First Floor are good for building experience.

ANGELS

A normal Angel is an embodiment of goodness that has conquered evil from within. A fallen Angel, on the other hand, is quite a different story.

► ***SERAPH***

Normally, six-winged Seraphs are at the top of the hierarchy of Angels, but they fell from grace after numerous rebellions. Now at the lowest point of the hierarchy with much of their power gone, these fallen Angels have degenerated into attacking adventurers along with the other maze-dwelling monsters.

DEMONS

Summoned into this world through black magic, Demons have tormented mortal men since time began.

◄ ***LYCURGUS***

Though skeletal in appearance, the Lycurgus is not an Undead; it flees opponents, a trait rare among Demons. It's a strategist forever plotting to corrupt mortals.

▲ ***GREATER DEMON***

Its hide is so thick that a sword bounces back like a wooden boomerang. There is naught that will pierce its foul hide. Even worse, its enormous claws can cut cleanly through the stoutest of armor as if the metal were cloth.

◄ ***SUCCUBUS***

This humanoid Demon seduces sleeping men to drain their energy. Though shaped like a lovely woman, it is an evil Demon with the ability to use the Energy Drain.

► ***MAELIFIC***

The Maelific is all powerful, able to cast the deadly TILTOWAIT spell. Once this monster touches you, a sudden drain of your experience level by a factor of three occurs. This, of course, can be devastating to those who have gained little experience thus far.

▲ ***SIDELLE***

A non-humanoid Demon, the Sidelle has a human skull, countless centipede-like legs, and two pairs of sickle-like arms, enough to put fear in the hearts of the most stalwart of adventurers. It can scurry about with surprising speed.

▼ ***ARCH DEMON***

The Arch Demon controls the Ferocious Fiends. Unlike the Maelific and the Greater Demon, which prefer chaos, the Arch Demon prefers an evil world governed by order. It may even resort to working with humans to accomplish its goals. Some say the Arch Demon is a fallen Angel exiled from heaven. For a Demon, it seems to think and look like a human being more than other types.

► ***FEROCIOUS FIEND***

A member of the demonic ruling class, the Ferocious Fiend uses a whip made of three live snakes magically held together. Despite its weak appearance, it has a more powerful attacking ability than the Greater Demon. The Ferocious Fiend seems to enjoy fighting adventurers, treating it as a game. Luckily, its resistance to magic is low, but it is nevertheless a tougher opponent than the Lesser Demon.

▲ ***?***

Only the silhouette of this figure can be revealed, but there exists at the lowest depths of the maze of Davalpus the most powerful of all Demons. Even the Arch Demons and the Lycurgus have sworn loyalty to this ruler of all Demons. Even away from the demonic world, his powers equal or surpass those of the legendary Werdna, the Emperor of Darkness who restored the ancient forbidden magic. He was originally summoned by Davalpus, and it is rumored that he helped overthrow King Llylgamyn. After the fall of his master, this Demon took over the maze as the dungeon master and controls it to spawn more evil deeds. To restore true peace to the city of Llylgamyn, recovering the Staff of Gnilda is not enough; this all-powerful Demon must be defeated. In battle, victory is difficult unless the HAMAN spell is used.

► ***LESSER DEMON***

This Demon is the lowest of the low. It hungers for power with an insatiable appetite. Already, it has MAHALITO and MOLITO spells. It can also summon other foul Demons to come to its aid.

ANIMATED OBJECTS

The legendary armor and weapons of the Knight of Diamonds have been given lives of their own, thanks to the powers of the spirit Gnilda.

► ***MAGIC ARMOR***

Guarding Floor 1 of the maze, the Magic Armor is the first of the Animated Objects. Lacking arms and legs, this plate armor has low attacking ability and cannot use magic. However, because it is also immune to magic, only a direct physical assault by front line adventurers may defeat it. Because it has the highest endurance of all armors, the battle may last a very long time. Once defeated, it becomes a KOD's Armor with AC of -14.

► ***MAGIC SHIELD***

The Magic Shield waits in one of the rooms on Floor 2 of the maze. Though unable to cast spells, it has the highest direct attacking ability among Animated Objects. Because it is located at a higher floor of the maze, the party members may not have reached sufficiently high character levels. Several adventurers may fall during a battle with the Magic Shield.

► MAGIC SWORD

In the cloister located on Floor 3 of the maze, the magical sword Hrathnir awaits the coming of an adventurer worthy to possess it. Though it has the lowest endurance among Animated Objects and is not immune to magic, the sharpness of its blade is awesome. Letting your guard down may mean Critical Hits and dead adventurers.

► MAGIC HELMET

The animated helmet of the Knight of Diamonds awaits in the Dark Zone on Floor 4 of the maze. Balanced in its attacking and defensive abilities, it is highly resistant to spells, has a low AC, and can cast TILTOWAIT and Breath of comparable power. By itself, it may be the most formidable of the Animated Objects. Once defeated and donned, however, it can cast only the MADALTO spell.

► MAGIC GAUNTLETS

The last of the legendary arms, the Magic Gauntlets await beyond Floor 5 of the maze. Because there are a pair of Magic Gauntlets, adventurers may be hit with two TILTOWAIT spells at a time. Fortunately, the Hrathnir has already been acquired, but because of the Magic Gauntlets' immunity to magic, defeating only one of the pair may be challenging enough. After they are defeated, the donned gauntlets enable unlimited casting of TILTOWAIT, so it is worth the danger to try to acquire the Magic Gauntlets.

MONSTER DATA

Victory is ahead for those who study well

Eons ago, during the times of destruction, those who fought the valiant fight knew little of their enemies or how to defeat the many dreaded beasts. Over hundreds of thousands of years, the lessons were learned, and attack and defense strategies recorded upon well-hidden stone tablets. Much of the information you will need to survive is here.

CHARACTERISTICS	SPECIAL ATTACKS	DEFENSE
HP — Hit Points	M — Mage Spell Level	♠ Nullify 0%
AP — Attack Points	C — Cleric Spell Level	❤ HP Recovery
AC — Armor Class	ED — Energy Drain	♦ Run
EXP — Experience Point Value	Po — Poison	♣ Call Allies
	Pa — Paralysis	
	Pe — Petrify	
	CH — Critical Hit	
	B — Breath (Flame)	

AIR GIANT
Camouflage: Giant

HP: 160	#APPEARING: 1-5
AP: 180	FLOOR: 5-6
AC: 5	SPCL. ATTACKS: ?
EXP: 41000	DEFENSE: ♠ 95

ARCH DEMON
Camouflage: Fiery Figure

HP: 25-250	#APPEARING: 1
AP: 90	FLOOR: 6
AC: -5	SPCL. ATTACKS: M7; C6; ED1
EXP: 30000	DEFENSE: ♠ 75; ♦; ♣

ARCH MAGE
Camouflage: Man in Robes

HP: 20-80	#APPEARING: 1
AP: 4	FLOOR: 5-6
AC: 0	SPCL. ATTACKS: M6
EXP: 3120	DEFENSE: ?

ARCH MAGE
Camouflage: Man in Robes

HP: 20-80	#APPEARING: 1-2
AP: 10	FLOOR: 5-6
AC: 0	SPCL. ATTACKS: M7
EXP: 7580	DEFENSE: ?

BANSHEE
Camouflage: Unseen Entity

HP: 11-13	#APPEARING: 2-4
AP: 15	FLOOR: 3-6
AC: 4	SPCL. ATTACKS: ED1
EXP: 1160	DEFENSE: ?

BLACK DRAGON
Camouflage: Dragon

HP: 25-67	#APPEARING: 1-4
AP: 66	FLOOR: 6
AC: 3	SPCL. ATTACKS: M5; B
EXP: 14400	DEFENSE: ♠ 80

BLADE BEAR
Camouflage: Large Animal

HP: 5-40	#APPEARING: 2-6
AP: 32	FLOOR: 3-5
AC: 6	SPCL. ATTACKS: ?
EXP: 2480	DEFENSE: ♠ 30; ♥ 1

BLOB
Camouflage: Protozoan

HP: 45-180	#APPEARING: 1-6
AP: 30	FLOOR: 6
AC: 10	SPCL. ATTACKS: ?
EXP: 12130	DEFENSE: ♠ 85; ♥ 10

BORING BEETLE
Camouflage: Insect

HP: 5-40	#APPEARING: 1-8
AP: 20	FLOOR: 3-4
AC: 3	SPCL. ATTACKS: ?
EXP: 1120	DEFENSE: ?

BUBBLY SLIME
Camouflage: Slime

HP: 2-4	#APPEARING: 2-4
AP: 1	FLOOR: 1
AC: 12	SPCL. ATTACKS: ?
EXP: 55	DEFENSE: ?

CARRIER
Camouflage: Mottled Figure

HP: 9-45	#APPEARING: 1-6
AP: 14	FLOOR: 3-6
AC: 10	SPCL. ATTACKS: Pa
EXP: 2870	DEFENSE: ?

CLERIC
Camouflage: Cleric

HP: 4-25	#APPEARING: 1-6
AP: 8	FLOOR: 2-4
AC: 4	SPCL. ATTACKS: C2
EXP: 920	DEFENSE: ?

CONSTRICTOR
Camouflage: Snake

HP: 8-40	#APPEARING: 1-8
AP: 42	FLOOR: 4-6
AC: 1	SPCL. ATTACKS: ?
EXP: 2540	DEFENSE: ♣

CORROSIVE SLIME
Camouflage: Cave Dweller

HP: 18-50	#APPEARING: 2-5
AP: 4	FLOOR: 5
AC: -4	SPCL. ATTACKS: Po
EXP: 1710	DEFENSE: ?

CREEPING COIN
Camouflage: Small Object

HP: 1	#APPEARING: 9
AP: 1	FLOOR: 1-6
AC: 4	SPCL. ATTACKS: B
EXP: 600	DEFENSE: ♣

DEPRAVED CLERIC
Camouflage: Cleric

HP: 4-10	#APPEARING: 2-6
AP: 6	FLOOR: 1
AC: 5	SPCL. ATTACKS: P1
EXP: 250	DEFENSE: ♦

DINK
Camouflage: Little Old Man

HP: 31	#APPEARING: 1
AP: 1	FLOOR: 1-2
AC: 10	SPCL. ATTACKS: ?
EXP: 1150	DEFENSE: ♠100; ♣

DOOM TOAD
Camouflage: Frog

HP: 4-20	#APPEARING: 2-4
AP: 18	FLOOR: 3-6
AC: 7	SPCL. ATTACKS: M2; B
EXP: 1975	DEFENSE: ?

DRAGON FLY
Camouflage: Fly

HP: 2-16	#APPEARING: 1-3
AP: 14	FLOOR: 2-3
AC: 4	SPCL. ATTACKS: B
EXP: 1275	DEFENSE: ♠ 20

EVIL EYE
Camouflage: Glowing Sphere

HP: 9-54	#APPEARING: 2
AP: 32	FLOOR: 4-6
AC: 0	SPCL. ATTACKS: M2; B
EXP: 3270	DEFENSE: ♠ 25

FEROCIOUS FIEND
Camouflage: Demonic Figure

HP: 8-80	#APPEARING: 1-4
AP: 56	FLOOR: 4-6
AC: -2	SPCL. ATTACKS: M4; C2
EXP: 6580	DEFENSE: ♠ 30

FLACK
Camouflage: Strange Animal

HP: 20-240	#APPEARING: 1-3
AP: 64	FLOOR: 6
AC: -3	SPCL. ATTACKS: Po; Pa; Pe; CH; B
EXP: 13400	DEFENSE: ?

FOAMING MOLD
Camouflage: Cave Dweller

HP: 30-120	#APPEARING: 2-7
AP: 40	FLOOR: 5
AC: 5	SPCL. ATTACKS: Pe
EXP: 3400	DEFENSE: ?

FUZZBALL
Camouflage: Fluffy Thing

HP: 1	#APPEARING: 1-9
AP: 0	FLOOR: 2-6
AC: 10	SPCL. ATTACKS: ?
EXP: 1	DEFENSE: ♠ 100; ♣

GIANT BAT
Camouflage: Cave Dweller

HP: 12-61	#APPEARING: 2-8
AP: 24	FLOOR: 5
AC: -1	SPCL. ATTACKS: ?
EXP: 1820	DEFENSE: ?

GIANT CRAB
Camouflage: Crustacean

HP: 7-210	#APPEARING: 1-8
AP: 40	FLOOR: 6
AC: -4	SPCL. ATTACKS: ?
EXP: 6250	DEFENSE: ?

GIANT HORNET
Camouflage: Insect

HP: 10-50	#APPEARING: 9
AP: 14	FLOOR: 6
AC: 0	SPCL. ATTACKS: Po
EXP: 1780	DEFENSE: ?

GIANT VIPER
Camouflage: Snake

HP: 10-40	#APPEARING: 2-6
AP: 40	FLOOR: 5-6
AC: 0	SPCL. ATTACKS: Po
EXP: 2875	DEFENSE: ?

GIANT WASP
Camouflage: Insect

HP: 9-27	#APPEARING: 9
AP: 12	FLOOR: 5
AC: 0	SPCL. ATTACKS: ?
EXP: 1210	DEFENSE: ?

GIANT ZOMBIE
Camouflage: Giant

HP: 80	#APPEARING: 1-3
AP: 40	FLOOR: 5-6
AC: 3	SPCL. ATTACKS: Po; B
EXP: 41100	DEFENSE: ♠ 95

GOLD DRAGON
Camouflage: Dragon

HP: 12-96	#APPEARING: 1-4
AP: 52	FLOOR: 6
AC: -2	SPCL ATTACKS: M5; B
EXP: 12650	DEFENSE: ♠ 75

GREATER DEMON
Camouflage: Demonic Figure

HP: 11-88	#APPEARING: 1-6
AP: 52	FLOOR: 5-6
AC: -3	SPCL ATTACKS: M5; Po; Pa
EXP: 30235	DEFENSE: ♠ 90; ♣; ♥1

HIGH CLERIC
Camouflage: Cleric

HP: 11-88	#APPEARING: 1
AP: 16	FLOOR: 5-6
AC: 2	SPCL ATTACKS: C6
EXP: 5150	DEFENSE: ?

HIGH CLERIC
Camouflage: Cleric

HP: 15-120	#APPEARING: 1-8
AP: 48	FLOOR: 5-6
AC: -1	SPCL ATTACKS: C7
EXP: 6180	DEFENSE: ?

HIGH MASTER
Camouflage: Man in Black

HP: 15-60	#APPEARING: 1-3
AP: 104	FLOOR: 5-6
AC: -2	SPCL ATTACKS: CH
EXP: 8320	DEFENSE: ?

HIGHWAYMAN
Camouflage: Man in Chain

HP: 5-14	#APPEARING: 1-6
AP: 12	FLOOR: 1-2
AC: 6	SPCL ATTACKS: CH
EXP: 860	DEFENSE: ♦

HIPPOPOTAMUS
Camouflage: Large Animal

HP: 3-10	#APPEARING: 2-4
AP: 10	FLOOR: 1
AC: 3	SPCL ATTACKS: ?
EXP: 380	DEFENSE: ?

HORRID HOUND
Camouflage: Dog

HP: 6-48	#APPEARING: 1-8
AP: 12	FLOOR: 4-6
AC: 2	SPCL ATTACKS: B
EXP: 2280	DEFENSE: ♠ 10

IRON GOLEM
Camouflage: Golem

HP: 100	#APPEARING: 1-4
AP: 40	FLOOR: 6
AC: 1	SPCL ATTACKS: B
EXP: 23500	DEFENSE: ♠ 50

KOBOLD
Camouflage: Small Humanoid

HP: 3-7	#APPEARING: 2-4
AP: 6	FLOOR: 1
AC: 8	SPCL ATTACKS: ?
EXP: 415	DEFENSE: ♦

KOBOLD KING
Camouflage: Man in Armor

HP: 12-54	#APPEARING: 1
AP: 21	FLOOR: 1
AC: 4	SPCL ATTACKS: ?
EXP: 2860	DEFENSE: ♥15

LESSER DEMON
Camouflage: Demonic Figure

HP: 10-80	#APPEARING: 1-6
AP: 38	FLOOR: 4-6
AC: 0	SPCL ATTACKS: M3
EXP: 6200	DEFENSE: ♠ 60; ♣

LYCURGUS
Camouflage: Skeletal Figure

HP: 67-277	#APPEARING: 1
AP: 4	FLOOR: 6
AC: -7	SPCL ATTACKS: M6; ED2; Po Pa; Pe; CH
EXP: 27300	DEFENSE: ♠ 60; ♥ 2; ♣ ♦

MAELIFIC
Camouflage: Unseen Being

HP: 25-100	#APPEARING: 1
AP: 8	FLOOR: 6
AC: -5	SPCL ATTACKS: M7; ED3; Po; Pa
EXP: 12300	DEFENSE: ♠ 50; ♥ 3

MAGIC ARMOR
Camouflage: Animated Object

HP: 300	#APPEARING: 1
AP: 6	FLOOR: 1
AC: -4	SPCL ATTACKS: ?
EXP: 33333	DEFENSE: ♠ 100; ♥ 5

MAGIC GAUNTLET
Camouflage: Animated Object

HP: 128	#APPEARING: 2
AP: 20	FLOOR: 5
AC: 0	SPCL ATTACKS: M7; C7
EXP: 50000	DEFENSE: ♠ 100

MAGIC HELMET
Camouflage: Animated Object

HP: 200	#APPEARING: 1
AP: 3	FLOOR: 4
AC: -2	SPCL ATTACKS: M7; C7; B
EXP: 88888	DEFENSE: ♠ 75

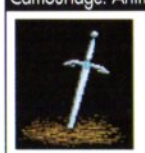
MAGICIAN
Camouflage: Man in Robes

HP: 3-6	#APPEARING: 2-6
AP: 4	FLOOR: 1
AC: 9	SPCL ATTACKS: M1
EXP: 280	DEFENSE: ♦

MAGIC SHIELD
Camouflage: Animated Object

HP:150	#APPEARING: 1
AP: 90	FLOOR: 2
AC: -10	SPCL ATTACKS: ?
EXP: 44444	DEFENSE: ♠ 80

MAGIC SWORD
Camouflage: Animated Object



HP:100	#APPEARING: 1
AP: 24	FLOOR: 3
AC: -2	SPCL ATTACKS: CH
EXP: 66666	DEFENSE: ?

MAN AT ARMS
Camouflage: Man in Armor

HP: 3-30	#APPEARING: 2-6
AP: 9	FLOOR: 2-3
AC: 4	SPCL ATTACKS: ?
EXP: 380	DEFENSE: ♦

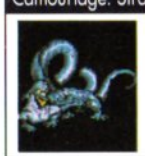
MANTICORE
Camouflage: Strange Animal

HP: 17-66	#APPEARING: 2-6
AP: 44	FLOOR: 4-5
AC: 0	SPCL ATTACKS: ?
EXP: 3500	DEFENSE: ♠ 30; ♥ 5

MASTER NINJA
Camouflage: Man in Robes

HP: 13-31	#APPEARING: 2-6
AP: 24	FLOOR: 3-6
AC: 2	SPCL ATTACKS: CH
EXP: 1480	DEFENSE: ♦

MEDUSALIZARD
Camouflage: Strange Animal



HP: 5-40	#APPEARING: 1-6
AP: 6	FLOOR: 4-6
AC: 6	SPCL ATTACKS: Pe
EXP: 2130	DEFENSE: ?

MIFUNE
Camouflage: Man in Armor

HP: 38-160	#APPEARING: 1
AP: 72	FLOOR: 6
AC: -4	SPCL ATTACKS: M5; CH
EXP: 28700	DEFENSE: ♠ 20

MUMMY
Camouflage: Gaunt Figure

HP: 7-9	#APPEARING: 1-6
AP: 6	FLOOR: 2
AC: 5	SPCL ATTACKS: ED1
EXP: 840	DEFENSE: ?

MURPHY'S GHOST
Camouflage: Unseen Entity

HP: 20-110	#APPEARING: 1
AP: 2	FLOOR: 1-5
AC: -3	SPCL ATTACKS: ?
EXP: 4450	DEFENSE: ♠ 40; ❤ 1

NINJA
Camouflage: Man in Black

HP: 6-16	#APPEARING: 2-6
AP: 12	FLOOR: 2-3
AC: 5	SPCL ATTACKS: CH
EXP: 850	DEFENSE: ♦

NO-SEE UM SWARM
Camouflage: Insect

HP: 1-10	#APPEARING: 9
AP: 4	FLOOR: 3-5
AC: 0	SPCL ATTACKS: B
EXP: 810	DEFENSE: ?

ORC
Camouflage: Small Humanoid

HP: 1-5	#APPEARING: 3-6
AP: 4	FLOOR: 1
AC: 10	SPCL ATTACKS: ?
EXP: 235	DEFENSE: ♦

ORC LORD
Camouflage: Orc

HP:80	#APPEARING: 1-5
AP: 72	FLOOR: 4-6
AC: 7	SPCL ATTACKS: ?
EXP: 18270	DEFENSE: ?

POISON GIANT
Camouflage: Giant

HP: 80	#APPEARING: 3-5
AP: 40	FLOOR: 5-6
AC: 3	SPCL ATTACKS: B
EXP: 18790	DEFENSE: ♠ 95

RABIT RAT
Camouflage: Rat

HP: 4-16	#APPEARING: 2-8
AP: 10	FLOOR: 2
AC: 8	SPCL ATTACKS: Po
EXP: 640	DEFENSE: ?

RAVER LORD
Camouflage: Man in Armor

HP: 15-150	#APPEARING: 1
AP: 72	FLOOR: 6
AC: 0	SPCL ATTACKS: M5; C6
EXP: 28700	DEFENSE: ❤ 2

RHINO BEETLE
Camouflage: Insect

HP: 12-72	#APPEARING: 1-4
AP: 34	FLOOR: 3-4
AC: 1	SPCL ATTACKS: ?
EXP: 1920	DEFENSE: ?

SCORPION
Camouflage: Crustacean

HP: 8-48	#APPEARING: 2-8
AP: 12	FLOOR: 4-6
AC: 0	SPCL ATTACKS: Po
EXP: 2910	DEFENSE: ?

SCRYLL
Camouflage: Skull

HP: 10-60	#APPEARING: 1-3
AP: 8	FLOOR: 4-6
AC: -1	SPCL ATTACKS: ED1
EXP: 4820	DEFENSE: ♠ 25

SERAPH
Camouflage: Shadowy Figure

HP: 17-38	#APPEARING: 1
AP: 18	FLOOR: 3-6
AC: 2	SPCL ATTACKS: C4
EXP: 2205	DEFENSE: ♠ 40; ♣

SIDELLE
Camouflage: Skull

HP: 18-180	#APPEARING: 1-2
AP: 32	FLOOR: 6
AC: -2	SPCL ATTACKS: M7; Po; Pa
EXP: 12990	DEFENSE: ♠ 50

SMOG BEAST
Camouflage: Unseen Entity

HP: 30-70	#APPEARING: 2-6
AP: 3	FLOOR: 2-6
AC: 3	SPCL ATTACKS: M2
EXP: 4010	DEFENSE: ♠ 10

SORCERESS
Camouflage: Woman in Robes

HP: 7-28	#APPEARING: 1-6
AP: 4	FLOOR: 4-6
AC: 8	SPCL ATTACKS: M4
EXP: 1350	DEFENSE: ?

SUCCUBUS
Camouflage: Demonic Figure

HP:8-80	#APPEARING: 1-4
AP: 56	FLOOR: 5-6
AC: -2	SPCL ATTACKS: M5; ED1
EXP: 7200	DEFENSE: ♠ 30

SWORDMAN
Camouflage: Man in Armor

HP:3-30	#APPEARING: 1-6
AP: 14	FLOOR: 3
AC: 3	SPCL ATTACKS: ?
EXP: 980	DEFENSE: ?

THE HIGH MASTER
Camouflage: Man in Black

HP: 15-60	#APPEARING: 1
AP: 90	FLOOR: 5-6
AC: -2	SPCL ATTACKS: CH
EXP: 5700	DEFENSE: ?

UNDEAD KOBOLD
Camouflage: Skeletal Figure

HP: 4-8	#APPEARING: 1-7
AP: 5	FLOOR: 1
AC: 10	SPCL ATTACKS: ?
EXP: 230	DEFENSE: ?

VAMPIRE
Camouflage: Gaunt Figure

HP: 11-88	#APPEARING: 1-4
AP: 24	FLOOR: 5-6
AC: -1	SPCL ATTACKS: M3; ED2; Pa
EXP: 7020	DEFENSE: ♠ 20; ❤ 1

VAMPIRE BAT
Camouflage: Cave Dweller

HP: 10-50	#APPEARING: 1-2
AP: 24	FLOOR: 4-6
AC: -3	SPCL ATTACKS: ED1; Pa
EXP: 4320	DEFENSE: ?

VAMPIRE LORD
Camouflage: Gaunt Figure

HP: 20-160	#APPEARING: 1
AP: 24	FLOOR: 6
AC: -5	SPCL ATTACKS: M6; ED4; Pa
EXP: 14650	DEFENSE: ❤ 4

VORPAL BUNNY
Camouflage: Rabbit

HP: 5-20	#APPEARING: 2-6
AP: 14	FLOOR: 2
AC: 6	SPCL ATTACKS: CH
EXP: 955	DEFENSE: ♦

WEBSPINNER
Camouflage: Spider

HP: 8-43	#APPEARING: 1
AP: 4	FLOOR: 4
AC: 3	SPCL ATTACKS: M3; C4; ED2
EXP: 4250	DEFENSE: ♠ 20

WERE AMOEBA
Camouflage: Protozoan

HP: 10-50	#APPEARING: 9
AP: 20	FLOOR: 3-6
AC: 10	SPCL ATTACKS: Po
EXP: 1540	DEFENSE: ❤ 15

WERE BAT
Camouflage: Cave Dweller

HP: 5-75	#APPEARING: 1-8
AP: 48	FLOOR: 5
AC: -3	SPCL ATTACKS: Po
EXP: 2580	DEFENSE: ♠ 25

WERE LION
Camouflage: Strange Animal

HP: 5-40	#APPEARING: 1-4
AP: 28	FLOOR: 3
AC: 4	SPCL ATTACKS: Po
EXP: 1405	DEFENSE: ❤ 1

WERE PANTHER
Camouflage: Strange Animal

HP: 3-18	#APPEARING: 2-6
AP: 18	FLOOR: 2-4
AC: 7	SPCL ATTACKS: ?
EXP: 550	DEFENSE: ?

WILL O'WISP
Camouflage: Unseen Entity

HP:12-96	#APPEARING: 1-2
AP: 64	FLOOR: 5-6
AC: -15	SPCL ATTACKS: ?
EXP: 43320	DEFENSE: ♠ 95

WITCH
Camouflage: Woman in Robes

HP: 3-12	#APPEARING: 7
AP: 5	FLOOR: 2-3
AC: 9	SPCL ATTACKS: M2
EXP: 510	DEFENSE: ?

ZOMBIE
Camouflage: Weird Humanoid

HP:2-11	#APPEARING: 1-6
AP: 6	FLOOR: 2-6
AC: 4	SPCL ATTACKS: Pa
EXP: 735	DEFENSE: ?

?
Camouflage: Demonic Figure

HP: ?	#APPEARING: ?
AP: ?	FLOOR: ?
AC: ?	SPCL ATTACKS: ?
EXP: ?	DEFENSE: ?

DOING BATTLE

Much experience can be gained in battles waged in the winding corridors of a maze. Knowing your monsters gives you an edge!

STRATEGY

PARTY

The most effective warrior band is comprised of six brave travelers. A smaller group faces much greater peril in the dismal depths of the maze. Balance of skills is everything if victory is to be achieved against the treacherous forces of the dark side which lurk in these dank environs.

Your brave band of adventurers must face a multitude of diverse and dangerous adversaries. Before setting out for the maze, armor should be shined, swords sharpened and the mental powers focused for optimum casting of spells. Then consider your party's marching orders. Be sure you have the optimum lineup for your band of warriors.

In battle formation, the front line attacks with swords, maces and other mighty weapons suited for powerful warriors well-versed in hand-to-hand combat. The rear guard answers a different call to war. These are the weavers of spells. These masters of the magic arts are all-important to your overall victory and survival in the World of Wizardry. Therefore, it is critical to protect them as best you can with your front line warriors for there will come a time when the power of the magic spell will make all the difference.

This is one of the main reasons for setting out from the start with a party of six brave souls. In this way, you have as many strong warriors up front as possible. The Mage, for example, is usually positioned most effectively at the end of the line. Otherwise, his spell-casting power may be lost!

FRIENDLY MONSTER

Countless eons ago, the dark side was not totally dark or filled with completely evil creatures. There existed at the time a tiny world of light impervious to the wicked creatures and gloomy depths of the dark world. A small band of monsters inhabited this shimmering world. Physically, they were much like the creatures of the dark with scales, fangs, claws, and molten red eyes. But there was one big difference. These monsters had hearts of gold. They were friendly monsters. And that terrible day when the forces of the dark side poured onto the shores of the kingdom, so too did the good-hearted monsters of the little world of light.

These monsters have survived through the ages, and today they live and thrive across the land. They disdain combat altogether, preferring truce to battle every time. **Whether you choose to battle them or not depends on the alignment of your party. Good alignment, naturally, means you cannot do battle with these non-combative creatures. But, if**

your alignment is one of Evil, you will be forced to do battle.

And as the law of the kingdom dictates, if you break the rule you will change alignment. A reversed alignment can result in confusion among warriors who cannot handle the change and thus falter in battle, unsure of their new status. If you wish to switch back, you can attempt to break the rules again. But the outcome is not always guaranteed.

SURPRISE

As long as there have been wars, the element of surprise has held strong as a winning strategy. For it is in surprising an unsuspecting enemy that precious time is won — time to gain the edge and claim the victory! Although if you are taken by surprise, you'll discover you can't fight back.

Surprise must be achieved before the enemy gains control. Weapons and items are the tools of war. Spells must be held in abeyance for later use. If you know your items well, however, you can apply their secret magic powers. Rod of Flame and Ring of Suffocation are especially potent! You'll need them. Monsters blow their foul Breath at your band and the Poison Giant levels terrible damage — up to 40 points worth.

DISPELL

Clerics, Wizards and Lords have the power to cast the Dispell (as well as Cleric spells). This is a rare and unusual spell which is not used as one would expect to use it for attack or defense in battle. On the contrary, this particular spell might be considered an "un-spell" because it actually reverses the effect of a spell or curse. When used against monsters created through the power of an evil spell, it can make the monster return to whence it came, back through the mists of time. The Cleric is a master at the Dispell, which takes great mental concentration especially against a powerful Undead Monster. And the Undead Monster is not the only one vulnerable to this powerful spell!

Know Your Enemies

Each type of monster has special powers all its own. Eons ago, all monsters were the same. But, over the ages, monsters changed, achieving their own cruel and terrible ways of attacking their prey. Because of the multitude of different monsters you must face as you make your way in this magical world, you must be cunning. Consider carefully each type of monster. What defense does it use? How does it attack? Study them well!

POISON

Beware of monsters with claws and fangs. Those razor-sharp claws and glistening teeth are dripping with deadly venom! Some of these creatures are totally poisonous, which means if you even touch them, you're in deep trouble.

PARALYZE

In a world where dangerous beasts lurk in every shadow, you need to be able to move fast. This of course is why some monsters, like the Undead, have perfected the ability to hit your nervous system and paralyze you.

PETRIFY

This is one of the worst possible weapons that monsters can use against you. It acts much like paralysis because you are immediately immobilized — turned to stone! And once you are hit, the spell's as hard to break as granite!

CRITICAL HIT

Long ago, the Ninja developed a devastating move: the critical hit. There was no recovery, even with a high HP level. Today, several monsters have perfected the hit. Watch out for Highwayman, Vorpal Bunny and Flack.

ENERGY DRAIN

You must keep all of your wits about you to survive the many terrors and dangerous creatures that stalk their prey throughout the land. One of the toughest challenges you must face is Energy Drain. This weapon is designed to weaken and sap the power of travelers who have learned the ways of the land and survived. When hit by the Energy Drain, you face a major setback, losing much of the important knowledge and experience you have gained. You may even slide to the depths of a lower level or worse, several levels! The Undead Monster, for example, can drain you of so much strength you will drop four levels. Maelific can do almost as much damage — so take care.

SPELL

Mages and Clerics are masters at casting the spells that "spell" dark and dismal trouble for the unwary or unprepared traveler. But the art of casting spells is practiced by other evil denizens as well. For years, the Vampire Lord has worked to perfect Mage spells, and now casts them with horrifying results. The Undead, Dragon and Demon cast them, too!

BREATH

When the maw of the Dragon opens, foul winds blow that can stop you cold or burn you to a cinder. Sometimes this evil wind can mean destruction for an entire party of travelers. The best strategy is to rapidly reduce the Dragon's (or any other monster's) HP because the power of the "bad breath" hit is half the monster's HP. For example, Flack's HP is 180, so the hit damage is 90.

RESIST 1

The creatures from the dark side have developed very clever defenses over many centuries to combat the attacks of bold and resourceful travelers. The monsters of the Undead, Giant and Demon categories have learned to uncast spells, much to the dismay of adventurers. The Greater Demon is a master at sending spells into oblivion.

RESIST 2

Unfortunately, the impact of a spell can be greatly reduced by a monster's resistance level. Some creatures from the dark side have an invisible shield that can fully or partially protect them from extreme heat or cold. High Master, on the other hand, applies mental powers to bend the force of the spell, directing it into other dark worlds.

HEALING

Since the beginning of time, monsters have been drawn to battle as wanderers are drawn to the road. Battle wounds often meant the end for these ancient monsters. But over centuries, new monster generations developed a magical healing ability.

CALL

Evil ones support each other when the call for help echoes across the land. Greater Demons frequently cue allies to aid them.

SPECIAL POWERS

In World of Wizardry, monsters inherit the AC and spell-nullifying powers of the dead monsters when they move up to take the place of those just killed. If more than one group of monsters appears and the first group is destroyed, the second group of monsters inherits the AC and the spell-nullifying

powers of the first group. For example, when two Will 'O Wisps with AC of -15 are killed and four Sorceresses move up from behind to take their place, two of the four Sorceresses not only will have AC of -15 but also will inherit the spell-nullifying powers of the Will 'O Wisps.

Organize Your Front Line for Victory!

In the olden times when the days were the darkest ever known in the World of Wizardry, a fighting style emerged that has carried through the eons. It gained great respect among the few brave souls who still knew way back then how to take up arms in hand-to-hand combat.

A well-organized front line was the key to this ancient technique of bringing a monster to its knees in total defeat. And today, it is here in the front ranks that the first hits are leveled at your party of brave adventurers. Thus, you must send your strongest, fastest and most hardy souls to the front that they may face the worst, keep fighting back, and protect those who cast magic spells for later needs.

The Ninja and the Thief make excellent front line warriors because they are so fleet of foot. Even the fastest monster is hard pressed to gain the advantage. These two warriors can also save the group from traps with their speed. In fact, Agility dictates who attacks first. The chance for first strike is all-important to victory. The front line also diminishes the power of the monster, which allows the second in line some respite from the worst kind of attack.

BATTLE-HARDENED FIGHTERS SHOULD LEAD THE WAY.

The "six-member party" tradition of battle comes down to the World of Wizardry through time-worn ages. In the beginning of the dark era, when the evil forces poured forth, the arts of battle were little practiced by the people of the magic culture. They were ill prepared for battle, except for a few

contrary souls of a perverse nature who had worked to master the powers of the sword and other archaic weapons of war.

These hardy souls found that not more than three warriors can effectively use their weapons in the front line. Space is limited, and more warriors only create confusion and difficulties in communication throughout the ranks. They also found that attack spells were more effective cast from the second line than the third. Sometimes third line spells even hit the front line fighters instead of the enemy!

Today, this battle tradition is repeated. The most effective party has leaders and fighters in front, the magic users in back and no more than six members maximum.

PUT MAXIMUM ATTACKING ABILITY IN THE SECOND POSITION

In forming a party, not much attention is usually paid to the three front adventurers — perhaps a Ninja or a Thief is placed in front to disarm the traps in treasure chests. However, the order of the three front adventurers affects direct attacking ability. Its importance cannot be underestimated, for it could make the difference between life and death.

In Figure 1, the three adventurers, faced with more than three enemies, attack the three enemies directly in front of them. If any of these monsters is killed, one of the remaining monsters will move up to take its place.

In theory, if the three front adventurers were of the same race and class, and armed with *exactly* the same weapons, armor and abilities, their attacking ability would be identical. However, such a party does not occur in reality, and the damage the adventurers inflict on the enemies differs as in real life. The higher the level or abilities of the character, the more devastating his attacking ability will be. Similarly, a blow from a normal sword will differ from, say, a blow from the Blade Cusinart. Arranging the three front adventurers according to their differing attacking abilities will enable them to dispatch monsters more effectively.

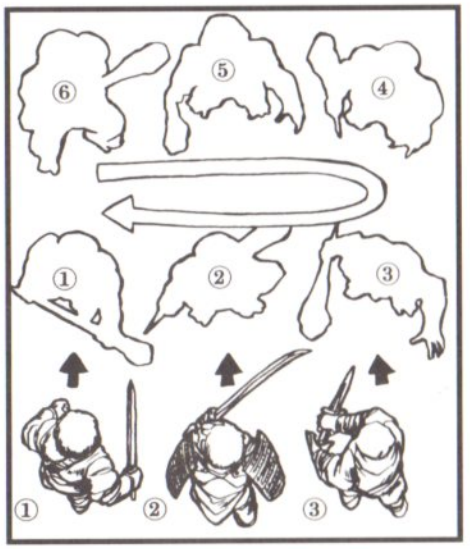


FIGURE 1

For example, assume that the first front adventurer in Figure 1 has the strongest attacking ability. Let's say that only this adventurer will be able to kill the enemy with a single blow, while the second and third in line can reduce their corresponding opponent's HP by half or more. In the next round, enemy 2, whose HP is now down by half, moves to take the place of the original enemy 1, just killed. At the same time, enemy 3 moves to enemy 2's place, and an undamaged enemy now moves to position 3. In the next round, assuming that the same damage is inflicted, both enemies 1 and 2 will be killed but enemy 3 will still be alive with diminished HP, and will move to position 1 in the next round. In other words, the adventurer with the strongest attacking power is always fighting the one most weakened by the previous attack. The enemy with the highest HP will be at

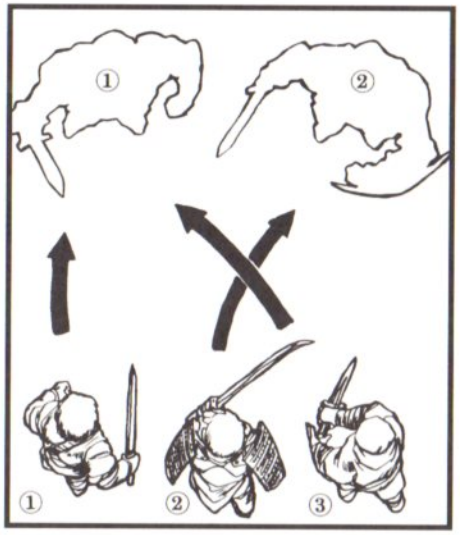


FIGURE 2

position 3 and the one with the lowest HP will be at position 1. In this situation, the front line should be arranged so that the one with the strongest attacking ability is at position 3, the next strongest at position 2, and the weakest at position 1.

Next, Figure 2 shows a combat pattern against two enemies. After front liners 1 and 2 have attacked enemies 1 and 2 respectively, front liner 3 attacks enemy 1, thereby leaving front liner 2 to fend for himself.

In looking at both situations, it's best to arrange the front line so that the adventurer with the second highest attacking ability is at position 1, followed by one with the highest attacking ability, then the third highest at position 3. If you have acquired a potent weapon such as the Murasama Blade or Hrathnir, it's best to give this weapon to the second front adventurer. In addition, as shown in Figure 2, if the second front adventurer casts a spell, the third front liner attacks enemy 1 leaving enemy 2 unscathed. Thus, it's best to have the second adventurer concentrate on direct offensive.

GOOD AND EVIL DO NOT MIX WELL!

Alignment is the value system that each character carries in his or her heart and soul. It guides all actions. And when forced to change that value system, a member of the band can become confused, disoriented and lose all sense of purpose. The entire group can feel the effects of this change of values or alignment and can become less powerful as a unit. If this happens, the character will feel as if the very earth underfoot is shaking. This will have a negative effect on everyone. Neutral members, therefore, can make a party far more stable. The neutral member is not affected at all by a value system. In the case of the Ninja, however, good and evil may have to mix. After you leave the Training Grounds and enter the dungeon, you may want to put this valuable (and evil) character on your side; you can then proceed to change his alignment once he has joined your ranks.

CAMP OFFERS A RESPITE FROM THE FIGHT

Deep in the heart of the maze is a place of peace, quiet and a modicum of safety from monsters. It has come to be called camp, and it offers a most welcome respite from the fighting. You can use camp to check the status of each member of the band, re-equip those who have lost weapons, cast spells as needed and rearrange party members for optimum balance within the group. It is too dangerous in camp for sleep, but the opportunity for rest and the chance to evaluate the group and its strengths are important. You may find you happened upon the camp just in time to avoid a sneak attack as well.

MAGIC SPELLS

There are 53 spells in Wizardry II; 29 are practiced by Clerics and 24 belong to Mages. There are 7 different levels of spells.

MAGE SPELLS

Many Mage spells are capable of affecting several enemies at once. This is an important factor when deciding battle strategy.

LEVEL	SPELL	MODE/ AFFECTED	FUNCTION
1	HALITO	BATTLE 1 ENEMY	Conjures a hand-sized flame to cast at an enemy. Causes 1-8 HPD (Hit Points Damage).
	MOGREF	BATTLE USER	Hardens the user's flesh and decreases AC by 2.
	KATINO	BATTLE 1 ENEMY GROUP	Puts several enemies to sleep and doubles your power against them. This is a very useful spell!
	DUMAPIC	CAMPING N/A	Indicates a party's position in the mazes. Has no effect on the 10th floor.
2	DILTO	BATTLE 1 ENEMY GROUP	Envelops a group of enemies in darkness. Restricts their mobility and increases their AC by 2.
	SOPIC	BATTLE USER	Cloaks the user with partial invisibility making it easier to avoid enemy attacks. Decreases AC by 4. Twice as strong as MOGREF.
	MELITO	BATTLE 1 ENEMY GROUP	A version of the HALITO spell that can be cast more than once. Hurls fireballs with 1-8 damage. Usable (barely) on Floors 1 and 2 of the maze. A new spell.
3	MAHALITO	BATTLE 1 ENEMY GROUP	Creates a fire in the midst of an enemy group causing 4-24 HPD. This is the first powerful attack spell which you acquire.
	MOLITO	BATTLE 1 ENEMY GROUP	Conjures a series of explosions similar to fireworks. Costs enemies 3-18 HPD.
	MORLIS	BATTLE 1 ENEMY GROUP	With darkness more powerful than DILTO, it increases enemies' AC by 4. Most effective against Will O'Wisp. Use is limited.
4	DALTO	BATTLE 1 ENEMY GROUP	Surrounds enemies with a chilly air so cold that it inflicts 6-36 HPD.
	LAHALITO	BATTLE 1 ENEMY GROUP	Creates a more intense fire than MAHALITO for 6-36 HPD. LAHALITO and DALTO induce the same. Enemy determines spell.
	TZALIK	BATTLE 1 ENEMY	A new spell. Although it gives 24-58 damage, it is a single attack offensive spell.
5	MAMORLIS	BATTLE ALL ENEMIES	Like MORLIS, increases enemies' AC by 4. Only effective when battling several low AC enemy groups simultaneously.
	MAKANITO	BATTLE ALL ENEMIES	Turns enemies to dust. Works on all enemies below Level 8 (except the Undead). Always effective against the Poison Giant.
	MADALTO	BATTLE 1 ENEMY GROUP	Conjures a chilled air like DALTO, but is almost twice as powerful (8-64 HPD). Use MADALTO when MAKANITO doesn't work.
	ZILWAN	BATTLE 1 ENEMY	Completely destroys an Undead enemy and is intended for the Vampire Lord. Enemy characters can't use ZILWAN.

LEVEL	SPELL	MODE/ AFFECTED	FUNCTION
6	MASOPIC	BATTLE ENTIRE PARTY	Decreases your party's AC by 4.
	LADALTO	BATTLE 1 ENEMY GROUP	A new spell. Even better than the MADALTO spell, it is the highest spell that conjures chilled air, delivering 34-94 damage.
	LAKANITO	BATTLE 1 ENEMY GROUP	Suffocates enemies by removing all oxygen surrounding them. Ineffective against the Undead. Has no side effects on survivors. Some enemies cannot nullify this spell.
	HAMAN	BATTLE ALL ENEMIES ENTIRE PARTY	A complex spell. Requires Level 13 experience and drains the user's energy one level. User has 3 random options out of 6 possibilities: 1. Teleports all enemies; 2. Silences all monsters; 3. Cures injured party of poison, paralysis, or petrification; 4. Restores entire party's HP; 5. Nullifies a monster's ability to avoid a spell; 6. Reduces entire party's AC.
7	MAHAMAN	BATTLE ALL ENEMIES ENTIRE PARTY	Exactly like HAMAN with a 7th possibility: 7. Revives the dead and recovers their HP 100%. Combined with MALOR, safer and more efficient than traveling back to the Temple of Cant.
	MALOR	ANYTIME ENTIRE PARTY	Teleports all party members within the mazes. If you specify an area outside of the mazes, all party members will perish.
	TILTOWAIT	BATTLE ALL ENEMIES	Generates an atomic fusion affecting an entire battle area causing 10-150 HPD. Monster that fails to nullify TILTOWAIT will not survive.

CLERIC SPELLS

Clerics are practiced in the arts of healing the wounded and controlling the flow of magic. Their vast knowledge of spells makes them valuable party members.

LEVEL	SPELL	MODE/ AFFECTED	FUNCTION
1	KALKI	BATTLE ENTIRE PARTY	Decreases your party's AC by 1.
	DIOS	ANYTIME 1 ALLY	Recovers 1-8 HP. Use until you learn DIAL.
	BADIOS	BATTLE 1 ENEMY	Drains 1-8 HP.
	MILWA	ANYTIME N/A	Creates a magic light which enables a party to see a distance of 30 steps. It lasts only a short time.
	PORFIC	BATTLE USER	Creates a magic wall around the spell caster and decreases AC by 4.
2	MATU	BATTLE ENTIRE PARTY	Decreases party's AC by 2. Twice as strong as KALKI and helpful in the beginning of play.
	CALFO	OPENING TREASURE CHESTS	Identifies traps with a 95% success rate. If it matches a Thief's answer, success is almost assured.
	MANIFO	BATTLE 1 ENEMY GROUP	Immobilizes enemies. Same results as KATINO, but should be used sparingly to allow use of more important Level 2 spells.
	MONTINO	BATTLE 1 ENEMY GROUP	Enemies become mute and cannot chant spells. Lasts throughout the battle.
	KANDI	CAMPING LOST ALLY	Indicates the floor and specific quadrant of a missing party member.

LEVEL	SPELL	MODE/ AFFECTED	FUNCTION
3	DIALKO	ANYTIME 1 ALLY	Returns a paralyzed party member to normal.
	LATUMAPIC	ANYTIME ALL ENEMIES	Discloses the true identity of your enemies. This knowledge is critical in determining your battle strategy.
	DIAL	ANYTIME 1 ALLY	Recovers 2-16 HP of one party's members. Use only when necessary or before going up the stairs or to the castle.
	BADIAL	BATTLE 1 ENEMY	Drains 2-16 HP. Twice as strong as BADIOS.
4	LATUMOFIS	ANYTIME 1 ALLY	A cure for poison. Even walking drains HP from a poisoned comrade. Use as soon as possible.
	MAPORFIC	ANYTIME ENTIRE PARTY	Creates a magic wall around the entire party and decreases everyone's AC by 2. A good preparatory spell throughout the adventure.
	LITOKAN	BATTLE 1 ENEMY GROUP	Creates a towering flame within a group of enemies causing 3-24 HPD. The first Cleric spell attacks multiple enemies. About equal to MAHALITO.
	BAMATU	BATTLE ENTIRE PARTY	Decreases party's AC by 4. Twice as powerful as MATU, it should be used when you expect a long battle.
	LOMILWA	ANYTIME N/A	Casts a magic light like MILWA. Lasts until you go back to the castle but does not work in the "Dark Zones" or the areas that neutralize magic.
5	DIALMA	ANYTIME 1 ALLY	Recovers 3-24 HP. Stronger than DIAL.
	BADIALMA	BATTLE 1 ENEMY	Drains 3-24 HP. Useful, but LITOKAN drains 3-24 HP from an entire group, so you may not want to use BADIALMA.
	DI	CAMPING 1 ALLY	Restores dead party member to life and saves you the expensive Temple of Cant tithe. However, not 100% successful.
	BADI	BATTLE 1 ENEMY	Stops an enemy's heart.
6	LORTO	BATTLE 1 ENEMY GROUP	Creates a spinning fan of sharp blades which inflicts 6-36 HPD.
	MADI	ANYTIME 1 ALLY	Cures paralysis, neutralizes poison, and restores a petrified body. HP replenished to maximum level.
	MABADI	BATTLE 1 ENEMY	Reduces the HP level to 1-8. Worthwhile against high HP level enemies, but they will probably nullify this spell.
	LOKTOFEIT	BATTLE ENEMY PARTY	Teleports the entire party back to the castle, but all equipment and almost all money will be gone. Helpful when you want to eliminate a cursed item.
7	MALIKTO	BATTLE ALL ENEMIES	Generates magical fusion affecting an entire battle. Causes 12-72 HPD.
	KADORTO	CAMPING 1 ALLY	Restores the dead (even from ash) to maximum HP. However, if you fail, your comrade will be lost forever. Even the Temple of Cant cannot help.

Miracles

Strange and inexplicable happenings are a way of life in the World of Wizardry. Magic has much to do with these Miracles, but it must be used judiciously and with wisdom! Abuse of Magic can lead to disaster.

The Clever Reset Technique

During the course of your adventure in the mystical World of Wizardry, you may need to use a very special technique which can save your character from sure defeat in the face of a monster that won't quit. This is the trick of the instant reset. It's most handy if your character is about to be vanquished.

If you press the reset button, all of the status data will instantly return to the information you saved the last time. There are three places in the adventure where you can save: after each step you make in the castle, during a camp, and after each battle. Remember them well for they can save you!

So, if you reset the play when you are being thoroughly trounced by the enemy, your status will return to the previous data just like magic when you "restart an out party." If you do it during a camp immediately after failing to revive a dead character, then you can try it again. However, the items you've discarded in the course of your travels will not return.

You can use this technique to great advantage when you accidentally Teleport into Rock. When you resume the adventure, your party will be camping in the Rocks, so use MALOR to get out of this dangerous situation. However, you must reset the play while "In the Rock" is indicated on the screen and the message speed is at maximum level. If you can't use MALOR, there is no way out.

Foolproof Resurrection Technique

Although a dead adventurer can be resurrected with a spell, the death of an adventurer is still frightening. Spells such as DI or KADORTO are not foolproof. A failed resurrection attempt may turn the adventurer into ash, and if he fails to be resurrected again, that adventurer is lost. Because of this, adventurers often turn to the Temple of Cant with its slightly better chance for resurrection, but services are expensive (of course, adventurers at higher character levels should be able to afford it) and even here, attempted resurrection may fail, especially for adventurers with low Vitality.

Here's a foolproof resurrection method for those particularly sensitive to losing an adventurer. (No, you don't need anything fancy like a turbo file and it's a perfectly legitimate technique.) What you need is an adventurer who knows the MAHAMAN and MALOR spells. Make sure the dead character (or characters, including Ashed one[s]) is in the party. Then go to Floor 1 and enter combat with monsters who pose little threat and do not run away, such as Bubbly Slime or Murphy's Ghost. During battle, cast MAHAMAN and select "Raise the Dead" from the seven choices. Because the one who casts MAHAMAN will lose Experience Points if you finish the battle, escape using the MALOR. The adventurer(s) will be resurrected with 100% certainty, the character level will be as before, and Vitality will not be lost.

The only thing you have to watch out for is casting too many MAHAMAN spells and not being able to cast MALOR because of insufficient MP. If this happens, there's no telling how many levels will be lost unless you reset. In addition, Lost adventurers can be changed to Dead using Coin of Power, Damien Stone, or Amulet of Skill. This combined with the resurrection technique will leave the party with nothing to fear.

Malor Spares the Group From Energy Drain

Energy Drain is one of the most debilitating weapons in the arsenals of the evil denizens of the World of Wizardry. MALOR allows you to Teleport prior to the end of battle in order to elude the dangers of despicable Energy Drain. In this way, you will maintain the same Experience Points you fought so hard to gain throughout your journey. Alas, however, you will lose an all-important character level. Since the Experience Points dictate the character level, you will recover the temporary loss of level, but you must first go to sleep at the Inn.

Increasing Levels With Special Items

The Dagger of Thieves (which appeared in Wizardry I) and the new items, Coin of Power and Metaphor Ring, are empowered with Special Powers (SP) that change the class of the adventurer who uses it while leaving the Experience Points and the level intact. Because abilities and MP do not decrease (as they do in normal class change), this technique is very valuable to those aspiring to become elite.

Use the Coin of Power once and the adventurer changes into a Samurai, a Lord, or a Ninja; use it a second time and he will change into a Mage or another ordinary class.

There is a technique that fully uses this to greatly increase the adventurer's level. Members of each class differ in Experience Points necessary to rise to the next level. In particular, the difference between a Thief and a Ninja of the same level in terms of Experience Points is almost double. If a Thief changes into a Ninja, he must gain enough Experience Points to make up the difference before reaching the next level. However, if you purposely make a Ninja receive an Energy Drain of 1 level, the Ninja's Experience Points will increase correspondingly after a victorious battle. This is because Experience

Points are calculated based on the Ninja's level, and as a result the next increase in level will be that much quicker.

Now, let's say you used the Coin of Power again to change the Ninja back into a Thief. Because of the many Experience Points gained as a Ninja, the Thief can advance to a level higher than before once he or she rests at the Adventurer's Inn. What's more, the higher the previous level of the Thief, the more Experience Points can be gained, and a tremendous increase in level may result. In other words, the more you use the Coin of Power, the faster the adventurer's level rises. One drawback, however, is that you can't always count on being able to change into a Ninja and a Thief as desired. Otherwise, the resulting gain will be less.

Silence Spells and Gain Experience Points

There is a forbidden technique from Wizardry I called the "Greater Demon technique" in which a tremendous number of Experience Points may be gained by battling monsters that summon others of their ilk.

The technique is simple. Silence the enemies' spells. MONTINO could be used repeatedly but Greater Demons can often nullify magic. Instead, have the Mage cast the HAMAN spell. Of the six possible effects, three will be randomly displayed; unless you are extremely lucky, one of those choices should be "Silence Enemies." If not, cast the MALOR and wait for your next chance.

After the enemies' spells are silenced, there is no danger of magical attack, no matter how many new monsters are summoned. Lower the party's AC to minimize direct offensives, then continue to dispatch the enemies without killing all of them. Though the one who cast the HAMAN will lose 1 level, killing 100 Greater Demons will give the party plenty of Experience Points to make up for it.

Choose monsters that cannot use Critical Hits or Energy Drain, that have high Experience Points and that do not run away. Lycurgus and Arch Demons also summon others, but having them run away or getting your energy Drained won't get you anywhere. In addition, because monsters in Wizardry II generally have high Experience Points, it's rumored that gaining Experience Points this way may not be as necessary as before.

Gain Experience Through Energy Drain

The all-powerful Ninja is a wondrous warrior to have in your group as you make your way through the numerous challenges of the World of Wizardry. For it is the Ninja who is so fast, so strong, so focused on victory, and so talented in the arts of attack and defense that this incredible warrior chooses not to carry weapons of any kind. The Ninja relies solely on the battle skills developed over eons by masters of the martial arts.

If you are still awaiting the optimum moment to bring a Ninja into your group, the Dagger of Thieves is the tool you need to turn the hope into reality. You can also have a magnificent warrior Ninja join your ranks through making a class change. But there is a price you must pay, and it is a high price indeed. For when you acquire a Ninja in this manner, you sacrifice many character levels. And they will be slow in returning to you! But if you manage to acquire the sacred and coveted Dagger of Thieves, you will be allowed to maintain the same character level once the Thief transforms into a mighty fighting machine — the Ninja!

But there is still a twist! Although the level remains the same, you don't have the Experience Points of a Ninja of that particular level. And the mighty Ninja requires Experience Points. Thus, it will take you a long time to build up the Experience Points required by this master. Thus, when you are attacked by the Energy Drain, you will normally lose levels and Experience Points. But if it happens immediately after the class change, you will actually gain Experience Points — to your great advantage.

A Thief at Level 30 becomes a Ninja, the Ninja's level is 30, but his Experience Points are far below what it would be for a Ninja at Level 30. By receiving Energy Drain of one Level, the Ninja will have Level 29 and Experience Points of Level 29 Ninja (not Thief). This way, you will be gaining the Experience Points instead of losing them.

Returning with the Staff

The final goal of Wizardry II is to have a Fighter, or Samurai, or a Lord donning the five arms of Knight of Diamonds single-handedly venture forth to claim the Staff of Gnilda. The one who returns with the staff will gain 150,000 Experience Points and a "G" to indicate Gnilda; the remaining five adventurers will gain the same number of Experience Points plus a "K" to indicate their newly earned title of knighthood.

An adventurer whose class does not permit him or her to wear all of the KOD's arms can still earn the title of "G." What matters is that the staff is returned. At maximum, a single staff can earn six adventurers their "G" title and five adventurers their "K" title. Because the staff is given at Floor 1, returning above ground from there is simple, but don't be hasty. When close to the stairs that lead above ground, select the "Quit" command and leave one adventurer behind in the maze.

Then, at Gilgamesh's Tavern, form your party with the five adventurers who are to receive the "G" title. As soon as the party returns to the maze, use the "Search" command to pick up the adventurer left behind and return immediately above ground. Wizardry II treats this situation as if all six members returned with the staff, and all will receive their "G" title, plus five others will also receive their "K" title.

With this technique, you will gain 150,000 x 5 = 750,000 Experience Points — definitely a worthwhile trick. (It's the same technique as forming a mixed party of good and evil members.) Because "G" and "K" cannot co-exist, "G" takes precedence over "K." In addition, an adventurer with "G" can never hold the staff — try it and see.

Questions & Answers

As you travel through the dangers and mysteries of the World of Wizardry, many questions arise. Here are a few.

Q How can I acquire more gold than what is given to my character that I just created?

A Here's a neat trick for accumulating gold:
1. Create five "dummy" characters in the Training Grounds (you will delete these characters in a moment).
2. Add them in a party with one of your previously created characters.
3. Inspect your character and select "Pool Gold." This will take the gold from your five "dummy" characters you just created and give it to your character. Delete these five "dummy" characters and create new ones. Repeat this process until you have the amount of gold you need!

Q Now that I have created my band of characters, how do I decide what weapons and armor to buy?

A Your band of characters starts the adventurous expedition through the World of Wizardry with a total of 900 gold pieces distributed amongst the group.

Many items are beyond their financial reach at this point in the journey. The smartest strategy is to first purchase strong Long Swords, Shields and Chain Mail (or Breastplates) for the fighting members of your band.

For the Cleric, the best buy includes a magical anointed Mace, sturdy Chain Mail and a protective Shield. For the Thief, money is well spent on a Dagger, Leather Armor and a small but adequate Shield. The wise Mage must purchase robes and a staff or dagger.

If your characters have any gold left over after all these purchases have been made, consider investing in a helm for one of your fighting characters.

Q Once I enter the maze, I know there is great danger of losing my sense of direction. What if I get lost?

A The best approach is to take preventive action. Use your wits and skills to make a map of where you have been. Note landmarks, twists, turns, anything that will help you maintain your sense of where you are.

Q There are so many items of value hidden in Treasure Chests! How do I know if there is a trap inside?

A There are many Treasure Chests and just as many booby traps inside them. When you happen upon a Treasure Chest, have a Thief inspect it first. If a trap is discovered, your Thief may try to disarm the snare. If he or she is not successful the first time, but does not set off the trap, try again. The Cleric in your party is also wise in the ways of Treasure Chests and traps! The Cleric casts the spell CALFO to detect traps. If the Cleric identifies a snare, however, let the Thief disarm the trap. The Cleric is not as adept at it!

Q Why does a character's name sometimes disappear from the screen when a party is organized at the Tavern?

A Character's alignments must be compatible when a party is organized at the Tavern. For example, if the first character you choose is Good, Evil characters will disappear.

Q Why do my characters keep changing their alignment?

A When a Good character fights friendly monsters, the alignment may change to Evil. When an Evil character does NOT fight friendly monsters, the alignment may change to Good.

Q When a character changes to an undesirable alignment, how can I reverse it?

A Your decisions on whether to "run" or "fight" can affect the alignment of some characters. For example, if you have a Good character who chooses to fight with a friendly monster, this action may change the alignment of your character from Good to Evil. If you have an Evil character who decides to run from a friendly monster, the alignment may change to Good as a result of running. Reverse alignment can work for or against you.

Q Can a Neutral character ever change alignment to Good or Evil?

A Once a character has been created Neutral, this alignment is deeply integrated into the character's values and will NEVER change to any other alignment.

Q How can I keep my characters from aging so much when using the Adventurer's Inn to heal them?

A Have only your Cleric stay in the Stables. This only ages him one day and costs no gold. Then go to the maze and use your Cleric's healing spells to restore your remaining character's Hit Points. Only bring your other characters to the Stables when they are about to raise a level. You will be able to raise them 365 levels and only gain one year in age!

Q I am frustrated in my attempts to get into the Temple of Cant. Why can't I access it?

A It is sometimes difficult to ascertain why entry is disallowed. However, here are three of the more typical reasons:
1. Your characters do not require healing at the Temple.
2. You have not yet organized your party.
3. The character in need of treatment at the Temple of Cant has been left behind in the maze.

Q HOW DO I GO ABOUT LOCATING A LOST MEMBER OF MY PARTY?

A Cast the powerful spell KANDI. This strong spell will act as a "locator" giving you the approximate location of the lost member. Next, your party must now set out in search of the location. You may only get to the general vicinity. However, once in the area, you can choose "Search" by pressing the Select button.

Q PLEASE EXPLAIN THE COMMONLY USED TERM "SETTING A TIMER."

A This term refers to the time between the appearance and the disappearance of a message which will come up on the screen. If you set the timer to the maximum limit (00) the message will not disappear until you press the "A" button. Naturally, you want to have all the time you wish to read the many important messages which come your way in Wizardry!

Q HOW CAN I CREATE CHARACTERS WITH ELITE CLASSES?

A If you have been clever enough to gain bonus points, they will come in handy when you arrive at the Training Grounds. For here in these ancient grounds, you may use those hard-won points to gain your objective!

If you want a Lord or a Ninja, however, you must bide your time because these two must progress through other professions before they are ready to mature into the awesome fighting machines which they have the potential to become. Once they have attained the required values, the options open up!

Q I STILL CANNOT CREATE A SAMURAI EVEN AFTER I MANAGE TO GET A HIGH POINT BONUS.

A Have you double checked to make sure your character is not Evil? Remember, in order to become a Samurai, the character must be either Good or Neutral. In addition, a Samurai requires attributes as indicated below:

Strength — 15
I.Q. — 1
Piety — 10
Vitality — 14
Agility — 10

Q WHAT HAPPENS TO MY MAGIC USERS' SPELLS WHEN CHARACTERS CHANGE CLASS?

A They lose none of this ability with a class change. There is one problem, however. They will lose the extra magic points received for being a member of their previous class. On the positive side, if they know at least one spell of a particular type and level, then they will eventually learn all the spells of that type and level, even if their new class doesn't learn spells of that type.

Q I HAVE BEEN LOOKING FOR A PARTICULAR ITEM FOR QUITE A LONG TIME NOW AND I CANNOT FIND IT. ARE CERTAIN ITEMS HIDDEN IN SPECIFIC PLACES IN THE MAZE?

A Besides the Knight of Diamonds (KOD) items and the keys needed to get around in the dungeon, most items will appear in the Treasure Chests at random. As the basic rule of thumb goes: the higher the level of character and the deeper you travel into the maze, the better the item usually appears.

Q WHY DOES MY CHARACTER LOSE THE KOD ARMOR?

A When a character possessing any piece of the KOD armor dies in the maze or Teleports into Rock, you may lose the KOD items you have gained. You will need to proceed once again to the location where you originally found the item to obtain it again.

Q CAN I COLLECT THE KOD ARMOR A SECOND TIME AFTER WINNING THE GAME?

A Yes, after returning the Staff of Gnilda, you may retrieve the KOD armor a second time; however, once a character has returned the Staff, you must use a new party of characters to retrieve the Staff again.

Q HOW EXACTLY DO I USE THE "GREATER DEMON" TRICK TO BUILD UP MY EXPERIENCE LEVELS?

A When a group of Greater Demons appears, have your magic user cast the HAMAN spell. This spell will give you several options that appear randomly. Select the options "Silence Enemies" (if that option does not appear, press the Reset button and try it again). This will silence the demons from casting spells; however, they can still call their allies to help out. Since their allies also will be silent, keep pounding away at them, leaving at least one demon alive to continue to call for help. If you can do this long enough, you can literally rack up millions of E.P.!

Q I KEEP HEARING RUMORS ABOUT A SECRET DEMON LORD; ARE THEY TRUE?

A Yes, the Demon Lord has always brought fear to the city of Llylgamyn. Some say he is just a myth; however, after completing your quest to retrieve the KOD armor again, travel back to the location where you traded the KOD armor for the Staff of Gnilda. You will be transported to a new location on the sixth floor. You must travel through a series of Teleporters and hidden doorways to find the Demon Lord. Only the most experienced in mapping your adventure will be able to find him. If you do defeat the Demon Lord, he will leave you a magical stone that can increase your attributes.

Good luck, adventurers, you're going to need it!

REFERENCE

The type and number of items you carry with you through the many challenges ahead will often mean the difference between success and defeat!

ITEMS

Strategic warriors know that the most important part of the battle takes place before it starts. Preparation makes the difference between victory and defeat.

Cautious warriors know that success does not necessarily favor the side with the strongest armor or the longest sword. The thickest armor may be bulky and hinder agility; the longest sword may be too heavy for a warrior who can skillfully wield a short sword. Adventurers should choose the equipment that is right for themselves.

Wise experienced warriors know that a versatile team is mightier than any foe. Surrounding themselves with talented and trusted friends, they know that the greatest strength lies in teamwork.

Each adventurer class is adept at using certain equipment, but is unable to utilize other items. Be sure to refer to the chart below so that you do not waste your well-earned gold foolishly on items you cannot use.

USER KEY:

F – FIGHTER **C** – CLERIC **W** – WIZARD **L** – LORD
M – MAGE **T** – THIEF **S** – SAMURAI **N** – NINJA

WEAPON

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
STAFF	STICK	5GP	0	FMCTWSLN	An ordinary stick.
STUDLY STAFF	STICK	1250GP	0	FMCTWSLN	An ordinary stick hardened by a spell.
BENT STAFF	STICK	4000GP	0	FMCTWSLN	A cursed item. Less impact than a bare fist.
ROD OF IRON	ROD	1500GP	0	M W	During a fight, enables user to cast MOGREF. 75% success rate.
ROD OF SILENCE	ROD	7500GP	0	FMCTWSLN	During a fight, enables user to cast MONTINO. 10% breakage rate.
ANOINTED FLAIL	STICK	75GP	0	F C SLN	Expensive. Only Clerics can use it effectively.
ANOINTED MACE	STICK	15GP	0	F C WSLN	A sacred mace. Less expensive than the Anointed Flail.
MACE OF POUNDING	STICK	6250GP	0	F C WSLN	An expensive mace.
MACE OF POWER	STICK	12500GP	0	F C WSLN	More powerful than Mace of Pounding.

WEAPON

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
MACE OF SNAKE	STICK	5000GP	0	F C WSLN	Reduces the powers of insect monsters. The best item for Clerics.
MACE OF MISFORTUNE	STICK	500GP	0	F WSLN	A cursed item.
MORBID MACE	STICK	4000GP	0	F C WSLN	Cursed more strongly than the Mace of Misfortune.
DAGGER	DAGGER	2GP	0	FM T SLN	The least expensive item. You get what you pay for.
DAGGER OF SLICING	DAGGER	4000GP	0	FM T SLN	Not useful for a Mage nor powerful enough for the front lines.
DAGGER OF SPEED	DAGGER	15000GP	+3	M N	Can be used 7x, but it increases AC. Damage to you greater than the damage you deliver.
DAGGER OF THIEVES	DAGGER	25000GP	0	T N	Transforms a Thief into a Ninja, while retaining the same level.
SHORT SWORD	SWORD	7GP	0	F T SLN	Less powerful than a regular sword but easier to swing.
BLADE OF BITING	SWORD	7500GP	0	F T SLN	An expensive short sword. Gives a Thief special powers.
EPEE OF EXCELLENCE	SWORD	15000GP	0	F T SLN	A finely crafted blade.
SOUL SLAYER (E)	SWORD	25000GP	E	F T SLN	Created for evil purposes. Becomes cursed for anyone who is not Evil.
MASHER OF MAGES	SWORD	5000GP	0	F T SLN	Reduces the force of a Mage's attack and doubles the degree of damage to him.
EPEE OF DISMAY	SWORD	500GP	0	F T SLN	A dangerously cursed item! Whoever equips it will be disintegrated!
EPEE OF DISASTER	SWORD	4000GP	0	F T SLN	Will bring disaster to the user.
LONG SWORD	SWORD	12GP	0	F SLN	Not affected by spells. Fighters and Samurais will use it initially.
SWORD OF SLICING	SWORD	5000GP	0	F SLN	A much better blade than the Long Sword.
SWORD OF SLASHING	SWORD	10000GP	0	F SLN	More powerful than the Sword of Slicing.
SABER OF EVIL (E)	SWORD	25000GP	0	F SLN	Exclusively for Evil users.
SLAYER OF DRAGON	SWORD	5000GP	0	F SLN	Effective against Dragons. Reduces their attack power and doubles the damage against them.
WERE SLAYER	SWORD	5000GP	0	F SLN	Effective against Werebeasts. Reduces their attack power and doubles the damage against them.
SWORD OF SWISHES	SWORD	500GP	0	F SLN	A cursed item which causes slight inaccuracy, lessening the damage.
SHURIKEN (E)	WEAPON	25000GP	0	N	Exclusively used by Ninjas. It avoids Energy Drain and resists poisons.
MURAMASA BLADE	WEAPON	500000GP	0	S	Exclusively used by Samurais. Causes close to 100 HPD. A 50% chance that the blade will break.
BLADE CUSINART	SWORD	7500GP	0	F SLN	This exquisite blade causes 40-50 HPD. It serves best in the hands of a Fighter or a Lord.
EXCALIBUR	SWORD	35000GP	0	F LN	Strongest sword for Fighter, Lord and Ninja except "Hrathnir."
SWORD OF SWINGING	SWORD	50000GP	0	F SLN	Can be used 10x. Effective against weak monsters.
CLERIC PUNCHER	SWORD	35000GP	0	F SLN	Powerful weapon against Cleric-type monsters.
CLERIC'S MACE	STICK	37500GP	0	C W L	Effective against Undead-type monsters. Can use spell BAMATU unlimited.
EPEE OF SWINGING	SWORD	37500GP	+1	FM TWSLN	Strongest weapon for Wizard.
ROD OF RAISING	ROD	75000GP	0	C W L	Can use spell KADORTO only once with this weapon.

WEAPON

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
STAFF OF LIGHT	STICK	30000GP	0	FMCTWSLN	Strongest weapon for Thief and can use spell LOMILWA unlimited.
STAFF OF CURING	STICK	50000GP	0	C	HP recovery 100%.
GREAT MAGE WAND 1	STICK	0GP	0	M	Only Mage can use this item. MP full charge! After use, it should be changed to Wand 2.
GREAT MAGE WAND 2	STICK	0GP	0	FMCTWSLN	Every class can use this item. MP full charge! After using, you lose all spells! Very dangerous item!
STAFF OF GNILDA	STICK	0GP	-21	F SL	After you return to the city of Llylgamyn with this, you can finish the scenario.
HRATHNIR	SWORD	0GP	0	F SL	Strongest sword for Fighter and Lord. Double damage to Demons. Can use spell LORTO unlimited.

HELM

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
HELM	HELM	50GP	-1	F SLN	A plain metal helmet.
HELM OF HARDINESS	HELM	1500GP	-2	F SLN	This helmet has been strengthened by a spell.
HELM OF EVIL (E)	HELM	4000GP	-3	F SLN	For Evil people. Used during a fight, it allows the wearer to cast BADIOS without limit.
HELM OF HANGOVERS	HELM	25000GP	+2	F SLN	Causes the wearer to be sick and increases his AC, but can be sold for a good price.
RING OF MOVEMENT	RING	12500GP	-2	FMCTWSLN	With this helm, the wearer can use MALOR once. After that, it becomes an ordinary helmet.
KOD'S HELMET	HELM	0GP	-4	F SL	The Helmet of Knight of Diamonds. Can use spell MADALTO unlimited.

ARMOR

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
ROBES	ROBES	7GP	-1	FMCTWSLN	Mages prefer these cloth robes, though the protection level is low.
ROBE OF CURSES	ROBES	4000GP	+2	FMCTWSLN	A cursed robe. The worst of all possible armors.
LEATHER ARMOR	ARMOR	25GP	-2	F CTWSLN	Both a Thief and a Wizard can wear this light armor. Offers little protection.
PADDED LEATHER	ARMOR	750GP	-3	F CTWSLN	Leather Armor which has been hardened by a spell.
TREATED LEATHER	ARMOR	3000GP	-4	F CTWSLN	Best Leather Armor.
ROTTEN LEATHER	ARMOR	750GP	-1	F CTWSLN	Cursed Leather Armor.
LEATHER OF LOSS	ARMOR	4000GP	0	F CTWSLN	Leather Armor which has been cursed with high level magic.
CHAIN MAIL	ARMOR	45GP	-3	F C SLN	Stronger than Leather Armor, but not equal to Breast Plate. Serves Ninjas especially well.
SHINY CHAIN	ARMOR	750GP	-4	F C SLN	Protection as good as the Breast Plate, but more expensive.
ELVEN CHAIN	ARMOR	3000GP	-5	F C SLN	Made by Elves' renowned expert methods. High quality mail.
CHAIN OF EVIL (E)	ARMOR	4000GP	-5	F C SLN	Exclusively for Evil wearers. Becomes cursed when worn by anyone who is not Evil.

ARMOR

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
ARMOR OF FREON	ARMOR	75000GP	-6	F C SLN	Reduces the effects of flame spells and flame breath. The lowest AC of the mails.
CORRODED CHAIN	ARMOR	750GP	-2	F C SLN	A cursed mail, but it's better than fighting in just your nightshirt.
CHAIN OF CURSE	ARMOR	4000GP	-1	F C SLN	A badly cursed mail that provides little protection. Like wearing Robes.
BREAST PLATE	ARMOR	100GP	-4	F C SLN	Good bargain. Great protection at a low price.
BODY ARMOR	ARMOR	750GP	-5	F C SLN	Fine protection, especially for Clerics.
B-PLATE OF BOONS	ARMOR	5000GP	-6	F C SLN	A splendidly made Breast Plate. Might have been made by Elves.
ARMOR OF HEROES	ARMOR	50000GP	-7	F C SLN	One of the best armor to protect your chest (upper body) if your alignment is Good or Neutral.
BROKEN B-PLATE	ARMOR	750GP	-3	F C SLN	Used to belong to a nobleman. Fancy, but pretty cracked.
B-PLATE OF FIENDS	ARMOR	4000GP	-2	F C SLN	Looks impressive, but its curse is centuries old.
PLATE MAIL	ARMOR	375GP	-5	F SLN	Constructed well and covers the entire body. Excellent for the front line.
STURDY PLATE	ARMOR	750GP	-6	F SLN	A very finely crafted Plate Mail. Only one in all of Boltac.
1ST CLASS PLATE	ARMOR	3000GP	-7	F C SLN	An exceptional piece of craftsmanship. Excellent armor for good or neutral fighters, except Lords.
NEUTRAL PLATE	ARMOR	4000GP	-7(N)	F C SLN	The only armor made exclusively for Neutral characters. If others should use it, they will be cursed.
ARMOR OF EVIL (E)	ARMOR	75000GP	-8	F C SLN	A masterpiece of the smith who forged it. Unfortunately, only the truly Evil may wear it.
ARMOR OF LORDS	ARMOR	500000GP	-10	L	Reduces Dragon and Beast attacks. Doubles damage to Demons, Werebeasts, Undead. HP recovery!
CURSED PLATE	ARMOR	0GP	-5	FMCTWSLN	Finest armor for Thief.
MITHRIL PLATE	ARMOR	137500GP	-10	F C SLN	Made of Mithril.
DISPLACER ROBE	ROBES	90000GP	-4	M	More protection than regular Robes.
KOD'S ARMOR	ARMOR	0GP	-14	F SL	The armor of Knight of Diamonds. Can use spell MATU unlimited.

SHIELD

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
BUCKLER	SHIELD	10GP	-2	F CTWSLN	A small utility shield. The only one light enough for Wizards.
SHIELD	SHIELD	20GP	-3	F C SLN	A wooden shield that serves all warriors except Thieves.
IRON SHIELD	SHIELD	7500GP	-4	F CT SLN	Fine protection for one new to the adventure.
SHIELD OF SUPPORT	SHIELD	3500GP	-5	F CT SLN	You can find many lives this time.
SHIELD OF EVIL (E)	SHIELD	12500GP	-6	F CT SLN	Crafted especially for Evil people. Believed to be the shield for the Armor of Evil.
SHIELD OF DEFENSE	SHIELD	125000GP	-6	F CT SLN	The finest, strongest shield known.
SCREWY SHIELD	SHIELD	750GP	+1	F CT SLN	Though not cursed, it increases your AC.

SHIELD

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
SHIELD OF NOTHING	SHIELD	4000GP	0	F CT SLN	A cursed shield that gives the illusion of protection, but does nothing.
KOD'S SHIELD	SHIELD	0GP	-6	F SL	The shield of Knight of Diamonds. Can use spell DIALMA unlimited.

GAUNTLET

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
GLOVES OF COPPER	GLOVES	3000GP	-1	F SLN	Helps a little, but not worth the money.
GLOVES OF SILVER	GLOVES	30000GP	-3	F SLN	An impressive, handsome pair. Rare as Muramasa and Shuriken.
WINTER MITTENS	GLOVES	70000GP	-3	F T SLN	Reduces monster's spell power.
KOD'S GAUNTLETS	GAUNTLET	0GP	-4	F SL	The Gauntlets of Knight of Diamonds. Can use spell TILTOWAIT unlimited.

MAGIC ITEMS

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
ROD OF FLAME	ROD	12500GP	0	M WS	High resistance against flames. User can cast MAHALITO. 10% chance of breakage.
RING OF JEWELS	RING	2500GP	0	FMCTWSLN	Great for the apprenticing mapmaker. Bestows unlimited use of DUMAPIC.
RING OF SHIELDING	RING	5000GP	0	FMCTWSLN	Doesn't need to be equipped. Allows owner to cast PORFIC. Has a 5% chance of breakage.
RING OF RIGIDITY	RING	7500GP	0	C	Doesn't need to be equipped. Allows owner to cast MANIFO, 10% chance of breakage.
RING OF SUFFOCATION	RING	10000GP	0	FMCTWSLN	Provides MAKANITO. Useful against the Poison Giant. Each cast depletes the ring's power by 5%.
RING OF HEALING	RING	150000GP	0	FMCTWSLN	Like the Armor of Lords, healing power is 1 HP per turn.
RING OF DISPELLING	RING	250000GP	0	FMCTWSLN	Reduces the power of the Undead.
RING OF DEATH	RING	250000GP	+7	FMCTWSLN	You will be damaged 6HP after you pick this item.
AMULET OF COVER	AMULET	60000GP	0	FMCTWSLN	Greatest item for healing and effective for reducing AC.
MAGIC CHARMS	NECKLACE	100000GP			Cannot equip, but reduces all kinds of opponent's spells.
RING PRO FIRE	RING	125000GP			Effective for reducing flame damage.
RING OF REGEN	RING	200000GP			Can use spell MADI only once with this ring.
METAMORPH RING	RING	0GP	0	FMCTW LN	You can change class to Lord from your current class except Samurai regardless of your alignments. 100% chance of breakage.
STONE STONE	STONE	0GP	0	FMCTWSLN	Can use spell MONTINO. 5% chance of breakage.
DREAMER'S STONE	STONE	0GP	0	FMCTWSLN	Can use spell KATINO. 2% chance of breakage.
DAMIEN STONE	STONE	0GP	0	FMCTWSLN	Can use spell ZILWAN. 5 % chance of breakage. You can pull back to Dead condition from Lost condition with this item.
STONE OF YOUTH	STONE	0GP	0	FMCTWSLN	Become 1 year younger than your current age, but it does not work under 20 years old.
MIND STONE	STONE	0GP	0	FMCTWSLN	Your I.Q. 1 pt. up. 100 % chance of breakage.

MAGIC ITEMS

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
STONE OF PIETY	STONE	0GP	0	FMCTWSLN	Your Piety 1 pt. up. 100 % chance of breakage.
BLARNEY STONE	STONE	0GP	0	FMCTWSLN	Your Luck 1 pt. up. 100 % chance of breakage.
DEMON'S STONE	STONE	0GP	0	FMCTWSLN	A cursed item if you equipped. You can use spell MALOR but after use, your character status should be "Ashed."
AMULET OF SKILL 1	AMULET	0GP	0	FMCTWSLN	You can get additional E.P. 50,000 pts. limited by random numbers, and transform it to Amulet of Skill 2 after use.
AMULET OF SKILL 2	AMULET	0GP	0	FMCTWSLN	Can use spell ZILWAN. 5 % chance of breakage. You can pull back to "Dead" condition from "Lost" condition with this item.
COIN OF POWER 1	COIN	0GP	0	FMCTWSLN	You can change class to Samurai or Lord or Ninja from any current classes, and transform to Coin of Power 2 after use.
COIN OF POWER 2	COIN	0GP	0	FMCTWSLN	You can change class to Fighter or Mage or Cleric or Thief or Wizard from your current class. After you change class, your character status should be "Dead."

OTHER ITEMS

NAME	CATEGORY	COST IN GOLD PIECES	AC	USERS	FUNCTION
POTION OF CURING	POTION	250GP	0		The same effect as DIOS. Like all potions and scrolls, it works only once.
POTION OF NEUTRALIZING	POTION	150GP	0		Same as LATUMOFIS. A party should carry a few until the Cleric acquires the spell.
POTION OF GLASS	POTION	750GP	0		Same as SOPIC. Next to worthless. Save your money.
POTION OF HEALING	POTION	2500GP	0		Same as DIAL. Good spell, but the price is too high.
SCROLL OF SLEEP	SCROLL	250GP	0		Same as KATINO. In the beginning it is useful for Thieves.
SCROLL OF FIRE	SCROLL	250GP	0		Same as HALITO.
SCROLL OF PAIN	SCROLL	250GP	0		Same as BADIOS.
SCROLL OF AGONY	SCROLL	250GP	0		BADIOS.
SCROLL OF DARKNESS	SCROLL	1250GP	0		Same as DILTO. Hardly worth the price.
SCROLL OF BRIGHTNESS	SCROLL	1250GP	0		Same as LOMILWA.
SCROLL OF AFFLICTION	SCROLL	4000GP	0		Same as BADIAL. Too expensive for the results it produces.
CORRODED KEY	KEY	50GP	+1	MCTW N	Get at F1 (7.12), exchange Key of Ebony.
GORY BADGE	BADGE	200GP	+1	FMCTWSLN	Get at F1 (19.10) after beating Kobold King, Exchange Weird Emblem.
WEIRD EMBLEM	EMBLEM	500GP	+1	FMCTWSLN	Get at F2 (14.18). Necessary item to go through F1 (10.0) and exchange Mithril Key.
KEY OF EBONY	KEY	250GP	+1	M WS	Get at F1 (17.6), exchange Key of Cloister.
KEY OF CLOISTER	KEY	500GP	+1	C W L	Get at F2 (3.10). Necessary item to get into the cloister at F3.
MITHRIL KEY	KEY	1000GP	+1	MCTW N	Get at F3 (11.7), exchange Master Key.
MASTER KEY	KEY	0GP	+1	MCTW N	Get at F4 (4.4), you can go everywhere after you get this key!

TABLE OF MAGE SPELLS

SPELL TYPE	SPELL	ACTIVE	FUNCTION	LEVEL
SINGLE ATTACK	HALITO	BATTLE	Small fireball (1-8 HPD).	1*
	TZALIK	BATTLE	24-58 damage per enemy.	4*
	ZILWAN	BATTLE	Focused attack on the Undead.	5
MULTIPLE ATTACK (M.A.)	MELITO	BATTLE	Fireball. 1-8 damage per enemy group.	2*
	MOLITO	BATTLE	Firework explosions (3-18 HPD).	3*
	MAHALITO	BATTLE	Firework explosions (4-24 HPD).	3*
	LAHALITO	BATTLE	Firework explosions (6-36 HPD).	4*
	DALTO	BATTLE	Freezing chilled air (6-36 HPD).	4*
	MADALTO	BATTLE	Freezing chilled air (8-64 HPD).	5*
	LADALTO	BATTLE	Chilled air. 34-98 damage per enemy group.	6*
	LAKANITO	BATTLE	Suffocates enemy group.	6
	MAKANITO	BATTLE	Slays enemies under Level 8.	5
	TILTOWAIT	BATTLE	Atomic fusion (10-150 HPD).	7*
SUPPORT	KATINO	BATTLE	Puts enemies to sleep.	1*
	DILTO	BATTLE	Increases one group's AC by 2.	2*
	MORLIS	BATTLE	Increases one group's AC by 4.	3*
	MAMORLIS	BATTLE	Increases all enemies' AC by 4.	5
AC DECREASE	MOGREF	BATTLE	Decreases personal AC by 2.	1
	SOPIC	BATTLE	Decreases personal AC by 4.	2*
	MASOPIC	BATTLE	Decreases party's AC by 4.	6
SPECIAL POWERS	DUMAPIC	CAMPING	Indicates party's maze position.	1
	MALOR	CAMP/BATTLE	Teleport (random in battle).	7
	HAMAN	BATTLE	Multi options/drains 1 level.	6
	MAHAMAN	BATTLE	Multi options/drains 1 level.	7

*Be wary! These spells can also be cast by your enemies.

TABLE OF CLERIC SPELLS

SPELL TYPE	SPELL	ACTIVE	FUNCTION	LEVEL
SINGLE ATTACK	BADIOS	BATTLE	Drains 1-8 HP from one enemy.	1*
	BADIAL	BATTLE	Drains 2-16 HP from one enemy.	3*
	BADIALMA	BATTLE	Drains 3-24 Hp from one enemy.	5*
	BADI	BATTLE	Stops an enemy's heartbeat.	5*
	MABADI	BATTLE	Drains enemy's HP to 1-8.	6*
MULTIPLE ATTACK	LITOKAN	BATTLE	Creates a tall flame (3-24 HPD).	4
	LORTO	BATTLE	Conjures spinning blades (6-36 HPD).	6*
	MALIKTO	BATTLE	Magical fusion (12-72 HPD).	7*
SUPPORT	MANIFO	BATTLE	Immobilizes one enemy group.	2
	MONTINO	BATTLE	Prevents one group from casting spells.	2*
AC DECREASE	PORFIC	BATTLE	Decreases personal AC by 4.	1
	KALKI	BATTLE	Decreases party's AC by 1.	1
	MATU	BATTLE	Decreases party's AC by 2.	2
	BAMATU	BATTLE	Decreases party's AC by 4.	4
	MAPORFIC	ANYTIME	Decreases party's AC by 2.	4
CURES	DIOS	ANYTIME	Recovers 1-8 HP of one member.	1
	DIAL	ANYTIME	Recovers 2-16 HP of one member.	3
	DIALMA	ANYTIME	Recovers 3-24 HP of one member.	5
	DIALKO	ANYTIME	Cures paralysis of one member.	3
	LATUMOFIS	ANYTIME	Cures one member of poison.	4
	MADI	ANYTIME	Cures everything except death and restores HP to maximum.	6
	DI	CAMPING	Resurrects dead person to 1 HP.	5
	KADORTO	CAMPING	Resurrects dead person to maximum HP.	7
SPECIAL	MILWA	ANYTIME	Casts magic light to 30 steps.	1
	LOMILWA	ANYTIME	Casts light until party returns.	4
	LATUMAPIC	ANYTIME	Identifies unrecognized enemies.	3
	CALFO	OPENING CHESTS	Identifies treasure chest traps.	2
	KANDI	CAMPING	Locates missing party member.	2
	LOKTOFEIT	BATTLE	Teleports back to castle.	6

*Be wary! These spells can also be cast by your enemies.